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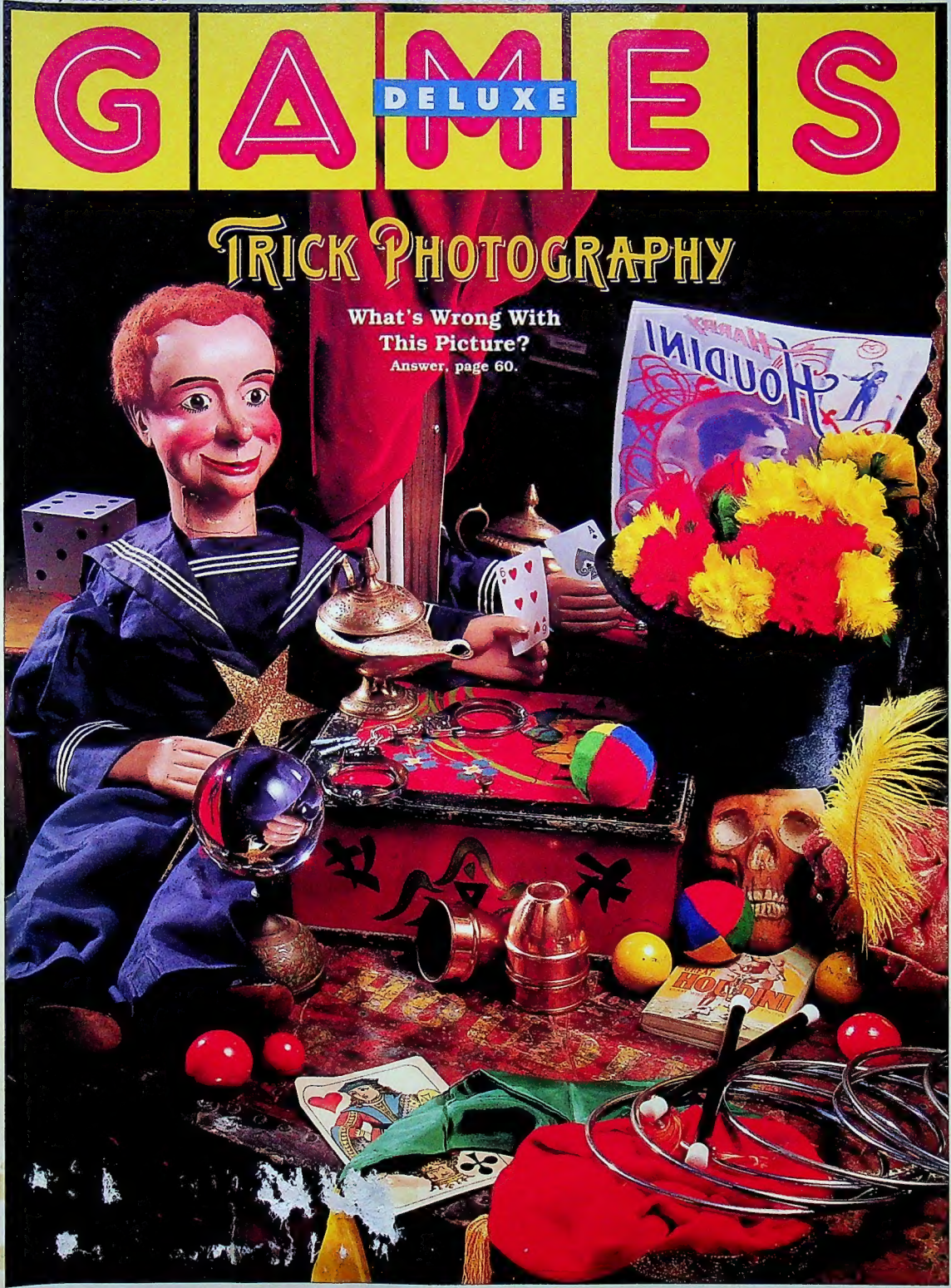

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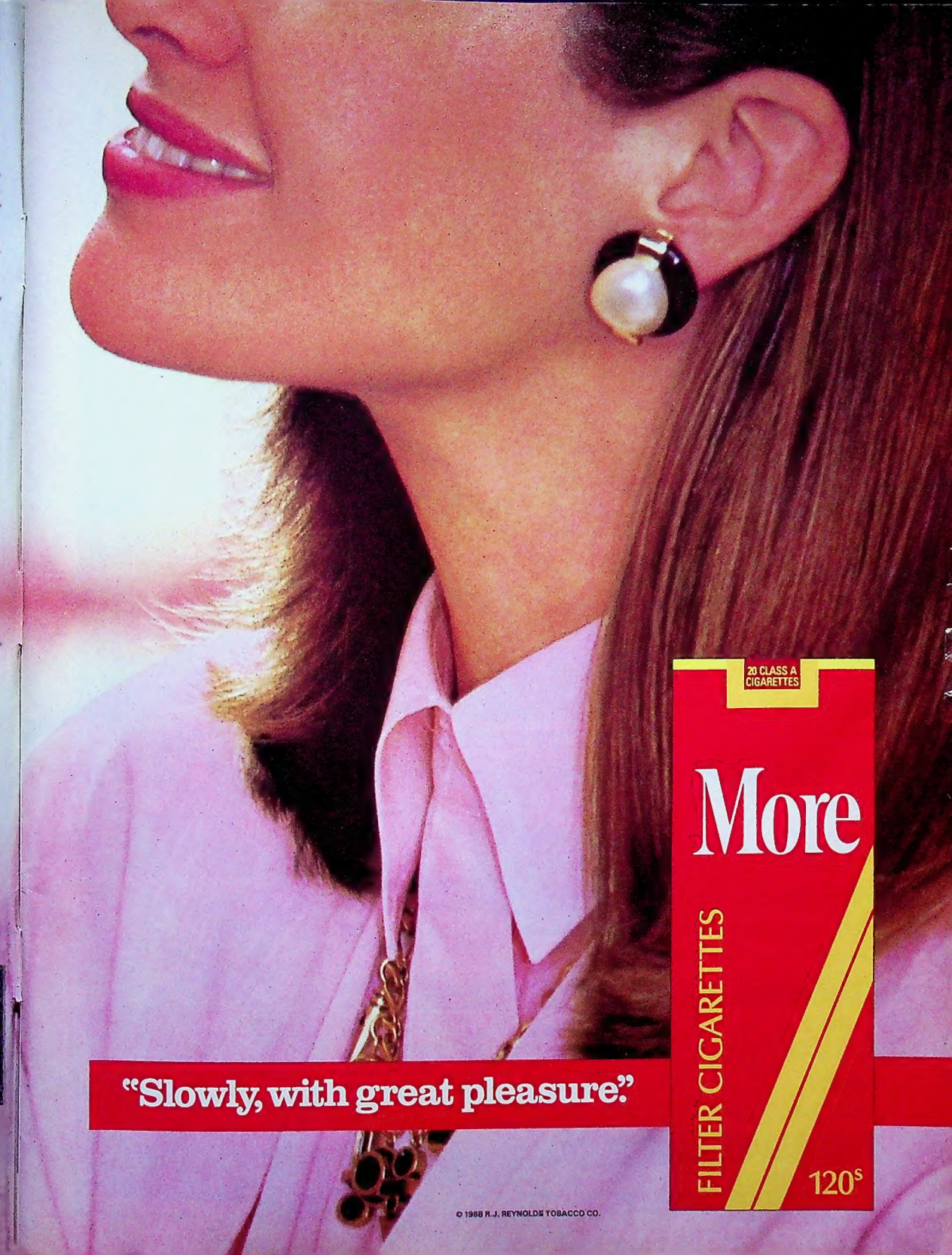

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APRIL/MAY 1989

GAMES

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Cover Photograph Walter Wick

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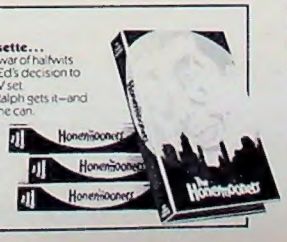

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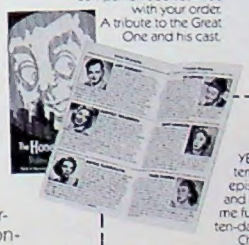

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YOUR MOVE

EDITED BY KAREN ANDERSON

DEAR JOHN ★☆

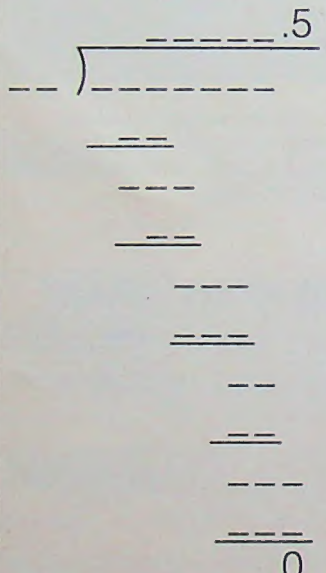
John Johnson went on a vacation around the world this year and was surprised to hear a different variation on his name in almost every country he toured. Can you correctly match each country John visited (1 through 9) to the equivalent of his name (a through i) there?

1. France	a. Ian
2. Spain	b. Johann
3. Italy	c. Ivan
4. Germany	d. János
5. Sweden	e. Juan
6. Romania	f. Giovanni
7. Hungary	g. Janow
8. Poland	h. Jan
9. Soviet Union	i. Jean

Chris Renzi
Radnor, PA

THE GREAT DIVIDE ★★★

Can you fill in the blanks in the division problem below? Only one set of numbers leads to a correct solution.



Ken Nemec
Ashland, WI

CENTERPIECES ★★

For each pair of consecutive letters from AB to YZ, can you think of an eight-letter word that contains those letters in its *exact center*? For example, AB can be found in the center of PARABOLA. There are 25 pairs of letters, and we found words for 18 of them. How many can you find?

Rosalie Moscovitch
Côte St. Luc, Quebec

SEE REF, NO CONFEREES ★★

Five representatives of the International Palindrome Society arrived for a conference last Sunday, Monday, and Tuesday. They came from five different countries: Argentina, Brazil, Germany, Italy, and Peru. From this information and the following clues, can you determine the first name (Bob, Eve, Nan, Otto, or Mairiam), the last name (Civic, Gereg, Hanah, Mullum, or Stuts), arrival day, and home country of each?

1. Stuts (who came from South America) arrived the day before Hannah, who is stationed somewhere in Europe.
2. Bob and Gereg arrived on the same day, a day after Civic.
3. The day Nan arrived, no one else did.
4. No more than two came on any one day. On the days when two representatives arrived together, they came from different continents.
5. Mairiam arrived on the same day as the person who came from Germany.
6. Eve and Hannah (whose first name isn't Bob) arrived the day before the one who came from Brazil.
7. The ones who came from Peru and Italy arrived on the same day.

Rodney Givens
Tokyo, Japan

ANSWER, PAGE 59

Your Move is a column of original puzzles and other material submitted by readers. We pay $20 and up for each item we publish. We reserve the right to revise puzzles and edit manuscripts for clarity. None can be returned unless accompanied by a stamped, self-addressed envelope.

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LETTERS

ENVELOPE OF THE MONTH

Ria DeSantis
Malden, MA

FROM THE SIDELINE

As a non football fan, I found your "Scrambled Scrimmages" time sequence puzzle (January, page 20) much easier to solve than your two-star rating indicated. I'd bet, however, that true football fans had difficulty deciphering your logic. For example, the fact that your fans waited until half time to replenish the beer supply, and in so leaving, missed the dancing cheerleaders. Hmm . . . perhaps it was your fan's sobriety which enabled him to park his car in precisely the same spot each time?

D.S. Liu
Boston, MA

WHOSE LEFT IS RIGHT?

In your answer to problem 3 of "Lefty and Righty" (January, page 35) you say a left-hander would have last rolled the dice because they rest against the right side of the backgammon board. I think that is a matter of personal style. But, the *other* player put her dice to the left of her cup (as she faces) after rolling, so she must have retrieved them with her left hand. Hence, I think the last one to roll was the right-handed sister.

Will Hoskins
San Francisco, CA

ALL BROKEN UP

Our family really enjoyed "Fractured Phrases" (November, page 34), in which pronouncing a series of words yielded a familiar saying. We puzzled over number 12 so long that we came up with:

"Pizza, yell, autumny."

And, upon reading the answer, we exclaimed:

"Haiku, dweeb, bistros, two, pit!"

The Beebe Family
Fair Oaks, CA

ANSWERS, PAGE 58

BEST SELLERS

You neglected one character in naming the representatives of the products in the Feb/Mar Eyeball Benders ("Sell Mates," page 42). Those who pay close attention to commercials will recognize Keeblers' head elf as Ernie—his name is too great to be ignored.

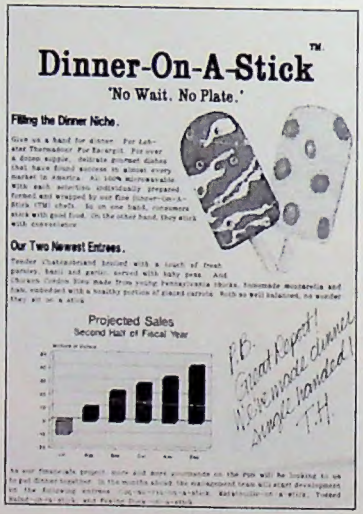
Jeffrey Preuss
Oklahoma City, OK

FROM FAKE TO FACT

Regarding your Fake Ad for Veggie-Pop in the November issue: I'm afraid the Japanese beat you to it. They sell a bean ice cream here, both on a stick and in the ever-popular sandwich style. Let me assure you that it tastes as good as it looks and ranks up there with the grapefruit and green tea versions. I guess it's really true that one man's poison is another man's feast.

Ingrid Landreth
Misawa, Japan

This sure looks like your Fake Ad for Veggie-Pop from the November issue! But don't sue, this ad, which I found in *Newsweek*, came out at the same time yours did.



Jesse Gordon
Nashua, NH

NEW JERSEYS?

I have a complaint about a puzzle in your January issue (Your Move, "Know the Score"). It seems you have succumbed to the media blackmail and New York chauvinism that requires calling the Jets and the Giants New York teams even though they are firmly based in New Jersey. It's a wonder you don't claim the Nets as well.

Sam Saal
Highland Park, NJ

GRAVE NEWS

I recently found an example of tombstoning in the San Francisco *Chronicle*. Imagine my surprise when I glanced at the headlines in "Top of the News" and found this! After recent happenings in the Mediterranean Sea, the juxtaposition of these two headlines becomes stranger than truth!

David Mezzera
Vallejo, CA

STARRY-EYED

I must commend you on your magic page, "White House Stars" (January, page 10). It was very witty.

I tried the trick, and came up with Lincoln. I didn't expect to see an answer at all, but when I saw that you said Lincoln, I realized that any way you do it, that will be the answer. Thank you for this unique puzzle.

Ashley Clark
Indianapolis, IN

THAT'S NO PROBLEM

I have a question for you and your readers. There are supposedly four English words that end in the letters -gry. I know that two of them are ANGRY and HUNGRY. I have been trying to think of the other two for a long time and I can't figure them out. Do you know what they are?

Carrie Allen
Indianapolis, IN

Actually, angry and hungry are the only common words ending in -gry. This puzzle is classic because it seems as if there should be additional, common answers, but there aren't. For the curious, though, AGGRY beads are glass beads found buried in Ghana or England, a PUGGRY is a light scarf worn in India, and other, still less known words exist.—Ed.

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

FEBRUARY/MARCH

I hate to tell you this, but you missed two sheep! The blurb for "Counting Sheep" (Feb/Mar, page 18) said there were 31 hidden sheep, but your answer only circled 29 (you must have fallen asleep counting). The other two sheep are in the mirror above the bed and in the shadow of the vase.

Bryan Porter
Visalia, CA

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GAMEBITS

EDITED BY CURTIS SLEPIAN

RIBBITING PERFORMANCES

Singers who croak aren't in much demand—except by composer Anne LeBaron. Her "Concerto for Active Frogs" features a chorus of singers, dressed in green plastic garbage bags, who croak in accompaniment to a tape of real frogs.

Frogs may be homely, but LeBaron thinks they make beautiful music: "Frogs are so exceptional. There's a great variety of rhythm and timbre in their sounds."

A passion for singing amphibians struck LeBaron while she was an undergraduate at the University of Alabama. She taped a collage of frog choruses, and wrote a score to go with it. But performances of the concerto are mostly improvised. In addition to the tape, three instruments, and the human chorus, there is usually a bass or baritone to imitate the bullfrog.

LeBaron's piece helped earn her a Fulbright Scholarship to study music in Germany, where she took advantage of that country's liberal attitude toward nudism by having some chorus members perform the Frog Concerto in the buff. This was an attempt to add realism to the music; after all, explains LeBaron, "A frog's croaking is a mating call."

Clad or unclad, the human chorus usually sings on stage. But LeBaron sometimes sprinkles the singers throughout the audience, to simulate the scattering of real frogs in a swamp. Verisimilitude, however, can have its drawbacks: At one such performance, an audience member thought the singer seated in front of her was making fun of the piece by croaking along and she swatted him with her program.

"Concerto for Active Frogs" is the first of a planned trilogy. The next piece will be "Ode to a Golden Toad." She is still undecided about the theme of the third piece. But she says when the right idea hits her, she'll hop right to it.

—Fran Severn

FOOD TO GO

These days, the triathlon—a relay race combining biking, swimming, and running—is a popular competition among fitness freaks. At the New England Culinary Institute in Montpelier, Vermont, aspiring chefs have cooked up an equally challenging event: the quadrathalon. Explains Chris Quilty, the school's assistant program director, "It consists of five-person student teams—each made up of a runner, biker, food server, and two cooks—over an eight-to-ten mile course."

Held twice a year, the quadrathalon is not for quiche eaters. For its first leg, bikers ride over a hilly six to eight miles while carrying a bag of groceries. At a campus restaurant, they hand off the bag to one of their team's cooks, who dashes into the kitchen and starts the "prep" work—chopping, paring, sautéing.

The food is then placed in bowls and plates on a tray, which another student carries two and a half miles uphill to the main catering facility. There, the team's fourth member, another chef, finishes cooking the meal with whatever food has survived that trip. "Then," says Quilty, "the fifth member serves the completed meal to a team of judges." The race is graded 25% on speed, 50% on food, and 25% on service and clean-up.

All this travail takes from one to three hours to complete, and temperamental chefs probably shouldn't participate. "Last year," says Quilty, "one of the bikers had a bag of groceries split open on him while he was riding. An ear of corn fell into his bike's spokes and stopped him cold. And a runner on another team had cut off the better part of a finger while cooking the day before. So he had to carry his tray with one hand, while holding his bandaged, bleeding finger in the air."

As if that weren't enough, contest officials (the school's faculty) like to throw the students a few curve balls. To test their ability to cook well in any circumstances, the groceries contain unusual combinations of food. "Last time," says Quilty, "we put in a chicken, a beet, an ear of corn, a bag of flour, three eggs, butter, a carrot, rice, pasta—and we threw in an orange."

In last winter's quadrathalon, cross-country skiing replaced running and biking, which is in keeping with the original idea behind the race: to encourage physical fitness among the students. As Tom Hassenauer, a former student credited with dreaming up the quadrathalon in 1983, says, "The fitter you are, the less stress there is in the kitchen."

—Michael Rozek

PAUL O. BOISVERT

The quadrathalon's various events provide good exercise for galloping gourmets.

CHATTER UP!

When baseball fans come to the ballpark this season, they can eat exotic foods, see multi-media displays on the scoreboard, and form The Wave. And now, in several major league stadiums, they can also announce the game from the pressbox.

Since the summer of 1987, an Oakland, California-based company called Greene Creative Services has made it possible for spectators in the Oakland Coliseum and Pittsburgh's Three-Rivers Stadium to "broadcast" the on-field action over a closed-circuit system. It's called Fantasy Play-By-Play (a version operated by another firm at San Diego's Jack Murphy Stadium is named Fantasy Baseball) and it works like this: Fans reserve the firm's booth for half-inning segments. Provided with stat books, scorecards, and binoculars, these would-be Vin Scullys call the game into real microphones. Frequently, two friends will grab a half-inning slot together, one doing play-by-play, the other doing color. Their performance is audio-taped ($20) and/or videotaped ($30) for posterity.

Heading into this season, says Fantasy Play-By-Play founder Fred Greene, close to 20 other major league clubs are considering putting his service in their ballparks. "This isn't a fad," he maintains. "It could become as much a part of the ballpark scene as peanuts."

On the other hand, says Greene, he doubts the concept will spawn many future big-league broadcasters. "It's tough to call a game, and many people aren't really up to the challenge," he explains. "Mostly, they just come up to have fun," and frequently, he adds, that means something on the free-spirited side: "Since nobody else can hear what they're saying, a lot of people get pretty vulgar—and pretty funny. I still remember these two guys who called an Orioles-Athletics game, they kept talking about what the Orioles were really doing in the locker room between innings. Thank God it was only for them and their friends to hear." —Michael Rozek

GREENE CREATIVE SERVICES

Play-By-Play announcers call an Athletics' game at the Oakland Coliseum.

PULLING MY LEGO

Don Norman has something a tad unusual in his basement: tens of thousands of Legos. Even more unusual is that these tiny plastic building bricks, which can be formed into scale models of almost anything, don't belong to Norman's six-year-old son, Donny—they belong to the 29-year-old Don. Norman, a resident of Spokane, Washington, developed a passion for Legos while recuperating from a job-related accident.

Over the past few years—in the summer, he's so busy with his hobby, he almost never sleeps—Norman has built Lego scale models of two landmarks in nearby Seattle, the Space Needle and the Kingdome. He's built a football stadium from 6,000 Lego pieces. He's built a resort for a college course he's taking in hotel management, and a trucking company headquarters—complete with loading docks, a warehouse, and tiny models of 80 trucks. "That took 10,000 pieces and two months," he smiles, proudly.

Such feats, says Norman, aren't easy. "Sometimes, to put together a special construction, you have to bend the pieces a little bit. The tension that collects in all of them can just explode what you're working on, and you have to start all over again."

Norman's Lego dreams are two: to be a touring builder for the Lego company, showing children all over the country how to build with their products. And he'd like to construct a scale Lego model of a 50,000-seat football stadium, something that would fill most of his basement. "I'm writing a letter to Lego now," he says. "My wife would like to see me make a little money at this for a change."

—Michael Rozek

CAPTAINS VIDEO

They are the Siskel and Ebert of video games. As co-captains of the United States National Video Game Team, Jeff Peters and Donn Nauert test and evaluate video hardware and software for manufacturers, whose bottom line may depend on the players' thumbs up.

"Originally, they approached us simply for endorsement purposes," says Peters. "We saw it as an opportunity to raise the industry's standards and help consumers choose between products."

With analysts proclaiming a resurgence of the home-video game industry, Peters and Nauert believe that the team's efforts—for which they receive no payment—deserve some of the credit.

"There's been a definite improvement in sound, graphics, and overall game play since we started," claims Peters. "Consumers should not accept inferior quality, and we continue to call for crisper graphics and more intense sound."

Of the shelvesfull of video games and equipment currently on the market, only 20 carry the Players Seal of Approval, awarded by the team to such products as the Atari 7800, the Camerica Freedom Stick (a cordless joystick), and the video game Double Dragon.

Peters and Nauert met at the 1985 North American Video Game Challenge and went on to form the U.S. National Video Game Team. "We used to plan trips to all the industry conventions to see the new games," says Peters. "We knew the players across the country who won contests, and manufacturers would ask us to demonstrate at their booths. A group of us got together and formed a team."

The 25-member team remains undefeated against all-stars from England, Germany, and Canada. Peters, 22, and Nauert, 23, themselves hold a dozen world records between them, in such arcade games as Vertigo, Crossbow, Commando, and Sinistar.

Given such expertise, it isn't surprising that, according to Nauert, "fifty percent of the time a manufacturer will listen to our critique and make changes."

"Sometimes they ignore our suggestions," adds Peters, "and find out the hard way that we were right to begin with."

Score one for the U.S. National Video Game Team.

—Lois Alter Mark

Peters (left) and Nauert play critic whenever they play video games.

QUICK ON THE DRAW

Forty-three seconds is not a lot of time. Barely enough for most people to make a sandwich. But for Morris Katz, the world's fastest painter, 43 seconds was all it took to paint an original oil painting that is now part of the Guinness Book of World Records Museum in New York City's Empire State Building.

Of course, not all of Katz's paintings take seconds to complete. Some take as long as 10 or 15 minutes. Once, also for Guinness, he painted for 12 hours straight and produced 103 paintings: an average of one per just under seven minutes. Katz, it has been calculated, paints at the rate of 2.64 square feet per minute.

Recently, Katz painted his way through a stint at a street fair on New York's Essex Street with equipment clearly designed for maximum speed. His palette is a huge block, inches deep in oils. Katz doesn't use paint brushes, because they're much too slow. Instead, he "schmeers" layers of paint onto each canvas with a palette knife, then carves in lines and detail with its point. His second most important tool is toilet paper, which he uses "for depth and subtlety." Katz goes through about 10,000 rolls a year. "This is a totally original system for painting paintings without effort and without complications," he says in a voice dripping with the accent of his native Poland. He teaches the system in his studio, where students each produce several paintings in a couple of hours.

Katz, 56, first tried this method of speed painting 32 years ago. "I wanted to paint a good painting and be able to sell it to all the nice people who can't afford $2 million for a painting."

Paintings at the street fair were priced far more reasonably, usually in the $30 range. And for the money, they also got to hear the Borscht Belt patter Katz delivers to onlookers as he paints ("Here's a mule," he says, "and here de-tail"). After quickly finishing a Jerusalem street scene, Katz decides to go faster. First he schmeers the canvas in preparation, then asks a volunteer to time him.

At the word go, he applies a few strokes and immediately quips, "It's almost finished." And sure enough, in exactly one minute, he has produced "Mother and Child Lost in the Woods." All it needs is for Katz to staple on a frame, which usually takes about eight seconds. The only slow thing about Katz's paintings is the time they take to dry.

Not content with being the world's fastest painter, Katz is also its most prolific: He beat Picasso's lifetime tally of 147,800 in 1985. At the writing of this article, he had painted more than 180,000 canvases. Who knows? By the time you read this, he may well have broken 190,000.

—Minda Zetlin

DAVID SPINDEL

Katz is the Picasso of speed painters.

SOCIAL CLIMBERS

For rock climbers, getting there is all the fun: Reaching a summit isn't nearly as thrilling as scaling a difficult route. The essence of the sport lies in solving complex logistical problems, and when mixed with physical exertion and a dose of old-fashioned animal fear, it inspires some true fanatics.

But until recently, even the most fanatical rock jocks were stymied by the vagaries of weather—especially in the damp Pacific Northwest, one of the top climbing areas in the country. Today, however, there's an answer. Climbers, both beginning and advanced, can indulge their passion and keep in shape year round—staying dry all the while—at America's first commercial indoor rock-climbing gym: the Vertical Club in Seattle.

While such gyms are already popular in Europe, the idea is just now catching on in this country. The Vertical Club, open since 1987, has already helped over 2,000 climbers, and currently boasts nearly 200 members. Plans for a second Vertical Club in Denver are already in the works. A smaller, rival facility, the Rock Gym in Portland, Oregon, recently opened, and Vertical Club co-owner Rich Johnston says he has a thick file of groups around the country asking him to serve as consultant to new clubs.

Housed in a former warehouse, the Vertical Club has 4,000 square feet of wall with a variety of terrain to suit both novice and hard-core climbers, from gentle inclines with big hand-holds to simulated sheer walls and terrifying overhangs. Small and large rocks are affixed to a network of four-foot-square panels rising 18 feet in the air. Each panel can be rotated to create a nearly infinite number of climbing challenges. Specialized training equipment, such as free weights for building upper arm muscles and slabs with small grooves for strengthening fingers, are also available.

Working out at the Vertical Club is safe: Everything is top-roped, meaning climbers are caught by belaying ropes should they fall, and six inches of resilient gravel cushion the areas below each climbing surface.

The Vertical Club lets you pretend you're out on a warm granite cliff, conquering an elegant problem in nature, even when it's really raining cats and dogs. And better still, when you're finished climbing, it's only a short drive home to soak in a hot tub.

—Adam Woog

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125179. Tchaikovsky, 1812 Overture; Romeo And Juliet; Nutcracker Suite Chicago Symph. Orch / Solti. (London *DIGITAL*)

100459. Cocktail (Original Soundtrack) • (Elektra)

100604. Heifetz: The Decca Masters, Vol. 1 Golliwog's Cakewalk, Clair de lune, many more. (MCA)

100035. Robert Palmer: Heavy Nova • Simply Irresistible, More Than Ever, etc. (EMI)

123385. The Best Of Eric Clapton: Time Pieces (Polydor)

100579. K. T. Oslin: This Woman • Hold Me, Money, title song, more. (RCA)

100470. Vangelis: Direct New Age Meditations, The Motion Of Stars, The Will Of The Wind, etc. (Ansta)

153983. Charlie Parker: Compact Jazz • Now's The Time, Night And Day. (Verve)

154135. The Best Of Steely Dan: Decade 14 hits. (MCA)

104871. Supertramp: Classics (14 Greatest Hits) • The Logical Song, Give A Little Bit, more. (A&M)

144578. The Judds': Greatest Hits • (RCA)

115356. Pinnock: Vivaldi, The 4 Seasons • Simon Standage, violin; etc (Archiv *DIGITAL*)

114780. Cinderella: Long Cold Winter • Gypsy Road, Don't Know What You Got, more. (Mercury)

134347. Huey Lewis: Small World • (Chrysalis)

173406. Jazz CD Sampler Over 67 minutes of jazz (Polygram)

100467. Beethoven, Symphony No. 9 (Choral) London Classical Players/ Norrington. (Angel *DIGITAL*)

123721. Jimmy Page: Outrider • Led Zeppelin guitarist's solo flight! (Geffen)

134321. Led Zeppelin: Houses Of The Holy (Atlantic)

153606. INXS: Kick • Need You Tonight, Devil Inside, etc. (Atlantic)

100517. Phil Collins: Buster/Soundtrack • Groovy Kind of Love, Two Hearts, etc. (Atlantic)

134420. John Cougar Mellencamp: The Lonesome Jubilee • Paper In Fire, more. (Mercury)

100008. Randy Travis: Old 8x10 • Honky Tonk Moon, more. (Warner Bros.)

100927

115457

100713

182522

115311

170348

270106. An Evening With Louis Armstrong • (GNP Crescendo)

262889. Virgil Fox: The Digital Fox • Organ music by Bach, others (Bainbridge *DIGITAL*)

209468. Perlman: Brahms, Violin Sonatas (Angel *DIGITAL*)

120768. 20 Great Love Songs Of The 50s & 60s, Vol. 1 • (Laune)

153740. Genesis: Invisible Touch • (Atlantic)

163579. Andrés Segovia Plays Rodrigo, Ponce & Torroba • Fantasia para un Gentilhombre, Concierto del Sur, Castles Of Spain. (MCA)

100679. Steve Earle: Copperhead Road • (UNI)

134267. Marriner: Mozart, Overtures • Academy of St. Martin. (Angel *DIGITAL*)

125360. By Request...The Best Of John Williams & The Boston Pops • Olympic Fanfare, Liberty Fanfare, more. (Philips *DIGITAL*)

134627. Classic Old & Gold, Vol. 1 • 20 hits! (Laune)

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SCRIPT TEASE

A MOVIE QUIZ THAT HANDS YOU A LINE

BY JEFF MORAN

Maybe they already give Oscars for too many categories, but we think they should add one more to the list: Best Lines. To prove our point, we found 15 classic movie lines worthy of Academy Awards (each is indeed more memorable than the names of last year's Oscar winners for Sound or Art Direction), plus stills from the moment each was spoken. But, by accident, we placed all the lines under the wrong stills. Can you match each quote to its correct scene, and identify each movie?

ANSWERS, PAGE 55

1

"The fall will probably kill you."

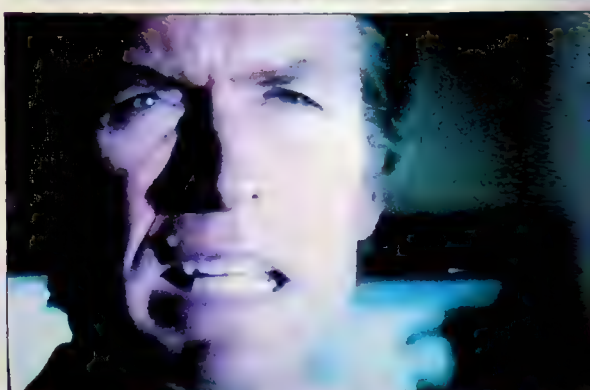
2

"What we have here is a failure to communicate."

3

"Here's looking at you, kid."

4



"I just want to say one word. Plastics."

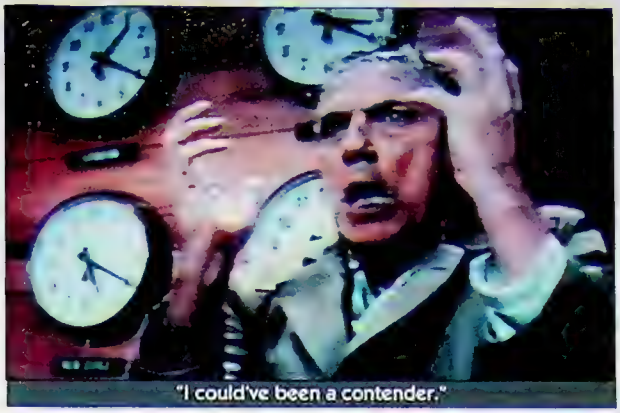
5

"Here's Johnny!"

6

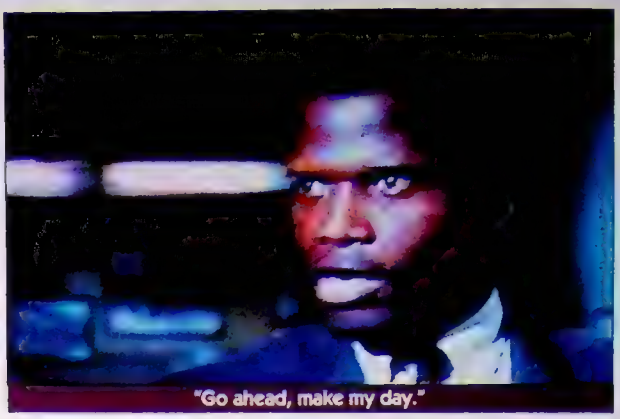
"I'm mad as hell and I'm not going to take it any more."

7



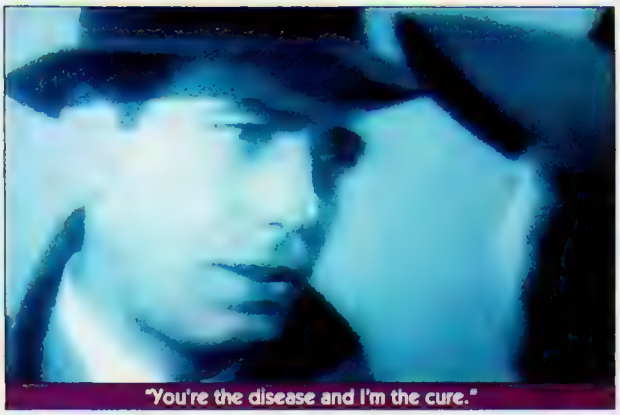
"I could've been a contender."

8



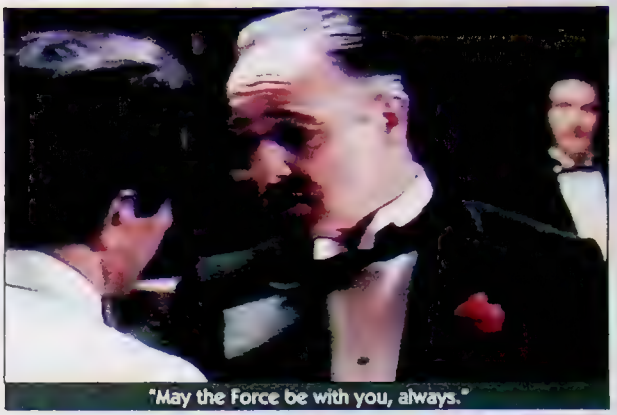
"Go ahead, make my day."

9



"You're the disease and I'm the cure."

10

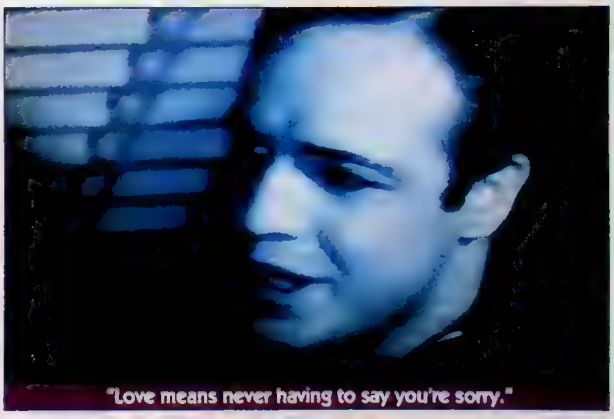


"May the Force be with you, always."

11

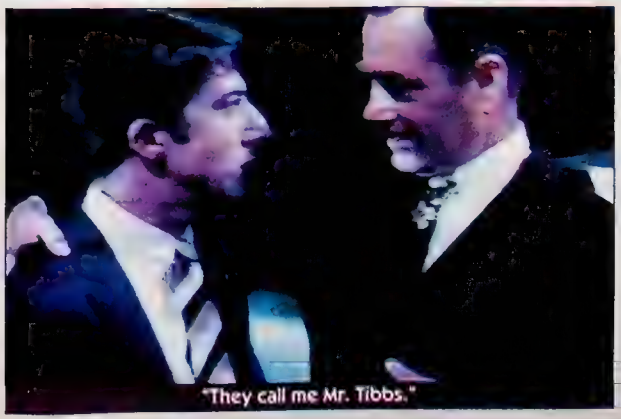
"They're here."

12



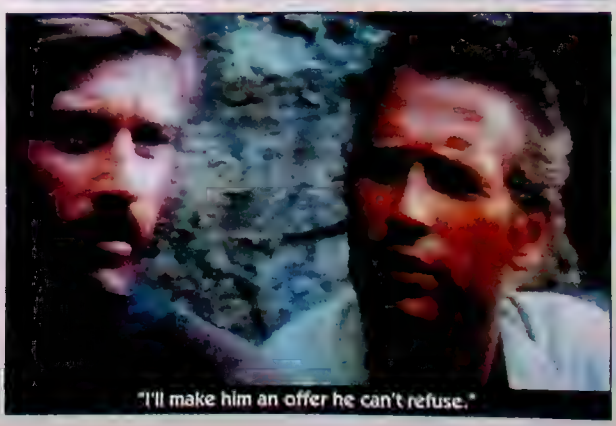
"Love means never having to say you're sorry."

13



"They call me Mr. Tibbs."

14



"I'll make him an offer he can't refuse."

THEY'RE HERE!

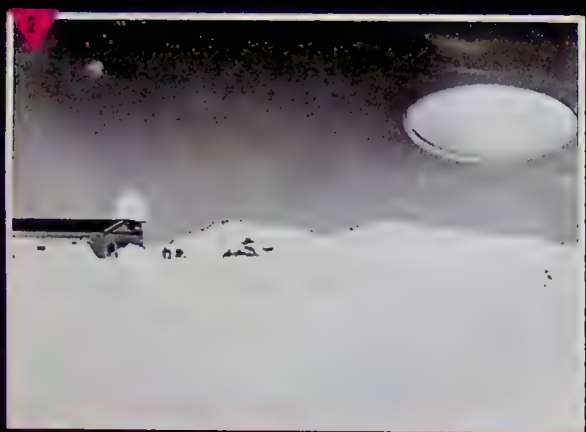
BY BARRY SIMON

On this page are five suspicious-looking photos of flying saucers. Can you tell which four are "real" UFOs, not disproved by the Center for UFO Studies, and which one is a known fake?

ANSWER, PAGE 58

1

2



3

5

4

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Chess, Drugs, and the CIA

The Extraordinary Story of an Extraordinary Chess Player

By Saul T. Prince

It started with Bobby Fischer. In the insular world of professional chess, it always starts with Bobby. Since Fischer beat Boris Spassky in 1972 for the world chess championship, he has been America's only chess superstar, its sole hero. But soon after his triumph, Fischer dropped from sight and became a virtual recluse. No American has filled the void.

By now it's clear that Fischer will never again play publicly, but hope clings that he will return from retirement, a pawn-pushing Sugar Ray Leonard, and defeat the evil Russians. Bobby, however,remains a slippery savior. He is nearly impossible to track down, and concerning his whereabouts, his friends are as tight-lipped as a Mafia don before a grand jury.

In the summer of 1987, GAMES magazine assigned me to track down and interview Bobby Fischer. If I succeeded, it would be a blockbuster story. As it turns out, the story is far more incredible than anyone could have imagined.

According to Fischer-watchers, Bobby was living on the squalid fringes of downtown Los Angeles. It took a week to pin his location down to a seedy transient hotel. But its manager told me that Fischer had moved out nearly two years before. He did remember that a woman named Belinda McGee had often visited him. (The names of McGee and other people in the story have been changed to protect their privacy.)

Belinda McGee helped me despite herself. Sitting nervously in her Sherman Oaks house, McGee admitted she knew Fischer, but said she hadn't seen him in "ages" and didn't know where he was. While she went to another room to take a phone call, I picked up a postcard she had hurriedly placed under a book when I came in: It was signed "B." The postmark read Alesia, Maryland.

No one in the suburban town of Alesia could identify Bobby from his photo. But that didn't suprise me: He had been known to disguise himself by growing a beard or wearing ragged clothing. Finally, a clerk in the post office did recall a man who looked vaguely "like that feller in the photo; he was mailing a letter couple of weeks ago. I remember cause he was acting peculiar and a couple of men was hanging around him; like he was Reagan or something. They drove away north, in the direction of that base."

"That base," I later discovered from the editor of the local paper, a large genial man named Carl Rathford, was a high-security federal installation, and though it was rumored to be a coding facility, no one was sure of its purpose.

Fischer was now closer—and farther away—than ever. With no other leads, I decided to dig up information about the base. Journalist friends in Washington had never heard of it. Poking around the Pentagon was unrewarding. Two weeks later, my editors hinted that they were ready to kill the story. But the day after I spoke to them, an unidentified man phoned me, and said he was sending me "stuff about what I was looking for." Soon I received in the mail a thick, unmarked manilla envelope. The postmark was Bethesda, Maryland. Its sender, I later learned, was a disgruntled civilian Pentagon employee. Inside the envelope were confidential memos, newspaper clippings, bound reports, letters, several black-and-white photos, transcripts of phone conversations. What the material revealed was so incredible as to seem absurd—if the documentation didn't exist and if further developments didn't substantiate their truth. With these papers and with subsequent research, I pieced together the remarkable story of Albert Gerblin.

Albert Gerblin was born in Paterson, New Jersey, in 1935. By all accounts, he was an unexceptional child, with no hobbies or special interests. When his high school grades precluded his going to college, Gerblin enlisted in the Army in 1953. He was assigned to Fort Dix, in New Jersey, then transferred to Fort Meade, in Maryland. Here, his life would be changed forever.

As far as is known, the United States has never practiced chemical warfare on its enemies. But it has done so on its own citizens. In the 1950s, the Army contemplated adding lysergic acid diethylamide (LSD) to its arsenal of clandestine chemical weapons. To find out the effects of this hallucinogen, the Army fed the drug to enlisted men—without their knowledge or consent. Under the best conditions, the effects of LSD can be frightening; they are even more horrific when its potent hallucinations take the user by surprise. Many Army sub-

ILLUSTRATIONS BY JEFFREY SMITH

jects had psychotic episodes. Most recovered, but a handful were never quite the same.

When Albert Gerblin arrived at Fort Meade, he was ordered to participate in an experiment. The complaisant Gerblin always followed commands, and he unhesitatingly swallowed the proferred glass of Coca Cola, not realizing it had been laced with a megadose of LSD. Army documents state that 20 minutes later, Gerblin experienced "extreme hallucinations. [He] went berserk, banging on walls, screaming 'I see it, I see it all.'" This clearly wasn't the kind of trip, filled with "far-out" Peter Max-like visions, that ponytailed hippies would document a decade hence.

Gerblin was placed in a VA hospital in Illinois in 1957, where he languished, forgotten, for more than two decades. Twenty-four years later, in 1981, the Army's LSD tests were made public through the Freedom of Information Act, arousing the ire of editorial writers nationwide. Lawsuits on behalf of the "LSD victims" began to rattle the Pentagon like hail. To repair their image, the Army sought out everyone they had experimented on. Until then, Gerblin had been ignored by the Army, but someone else had taken notice of him.

Throughout his life, Albert Gerblin had exhibited no aptitude for any intellectually strenuous activity. His official Stanford Binet IQ score was 89, and his

At the Psychic Center, every move Gerblin made was scrutinized by staff scientists and members of the CIA.

When the drug wore off 27 hours later, a nearly catatonic Gerblin was taken to the company hospital. He didn't recover, and two months later, Gerblin was given an honorable discharge. Army psychiatrists had no idea what changes the drug had wrought in his mind. The Army informed Gerblin's widowed mother that his condition was the result of an attack of encephalitis.

grade average in McKinley High School was 62. He was not a member of any clubs—the chess club included.

Which makes Gerblin's history even more extraordinary. Hospital records disclosed that Gerblin's condition showed no improvement during the first six years of his stay. But in 1963 something momentous happened. On a Thursday evening, an attendant was taking Gerblin for a weekly psychiatric evaluation, when he passed two orderlies playing chess. Gerblin shrugged off the attendant and stood mesmerized. Before he was roughly pushed away—a matter of moments—Gerblin spoke his first words in nearly six years: "I see it." He then reached across to the board and moved a white knight.

Though Gerblin was hustled away, the orderly playing white, John Kagan, saw that Gerblin's move was the beginning of a sophisticated combination. Looking for stronger competition, Kagan brought a chess board to Gerblin's room and set up the pieces. Gerblin, he noted later, showed animation for the first time since being admitted. "He made happy sounds, and played with the pieces like they were toys. But jeez, he had no trouble kicking my butt." There is no evidence that Gerblin had ever previously played a game of chess in his life (though he did have a basic understanding of the moves). But playing Kagan twice a day, Gerblin drew the first three games, and then proceeded to win every game *for the next 20 years!*

By 1983, the Army had learned of Gerblin's existence. And they had also learned of his "talent."

All such examples of abnormal behavior exhibited by Armed Forces personnel were routinely made known to Dr. Robert Staunton. A leading expert in the field of psychobiology, Staunton was the head of the U.S. government's Center for Parapsychological Research, an ultra-secret base located just outside Alesia. The Psychic Center (dubbed by skeptics the Psycho Center) was a child of the Cold War. For years, the Soviets have explored the military use of man's Psi powers, and the United States, fearful of falling behind the inner space race, established the Center in 1961, to be run jointly by the CIA and the Department of Defense.

Studying Gerblin's case history, the brilliant, mercurial Staunton had a flash of intuition. In the spring of 1983, he ordered the transfer of Gerblin to the Center. Gerblin was about to become a pawn again.

In the Center's underground facilities, Gerblin demonstrated his chess prowess against several good players on the staff. While Gerblin was winning

Gerblin's LSD-enhanced mind gave him a

effortlessly, Staunton was forming a theory to explain it: The LSD Gerblin ingested had somehow altered or "expanded" his consciousness. What special mental powers did he now possess?

In the next few weeks, Staunton ran Gerblin through a battery of tests designed to determine his psychic abilities. Electrodes were placed on every part of his body; he underwent X rays, CAT scans, and thoughtographs; had his aura made visible by Kirlian photography; was measured for electromagnetic discharge; was given tests for REM and Alpha waves, placed near plants to see if he affected their growth rate, and cut to see how fast he healed; had sittings with a medium; and was tested for telekinesis, telepathy, ESP, clairvoyance, and out-of-body experiences.

By the final experiment, Staunton was certain of one thing: Gerblin displayed greater psychonormal powers than the average person—that was a statistical fact. The LSD, Staunton firmly believed, had permanently modified Gerblin's powers of perception, in particular boosting his precognitive ability. Gerblin couldn't, strictly speaking, read minds, but he had the power to "see" positions unfold, to "know" what was going to happen next on a chessboard.

Unfortunately, as far as Staunton's military and CIA associates were concerned, the only tangible display of his power thus far involved chess. Gerblin was gifted, but not so gifted as to be able to decode Russian ciphers, read the mind of enemy agents, blow up missile silos by merely thinking of it, or demonstrate any other supernatural feat performed by characters in a Stephen King novel. No, Gerblin could play chess. And he was getting better at it all the time.

The top-ranking CIA man at the Center was Robert (Bull) Burroughs. He had been in the Company 15 years and is a complex man who, say those who worked under him, is composed of equal parts ambition and patriotism. Burroughs was always willing, as he said in a memo, "to stick the Russians whenever we get the chance. They'd do the same to us." If Gerblin couldn't be used as a real weapon, he could be a propaganda weapon. Burroughs proposed that Gerblin beat the Russians at their own game: chess.

Fine tuning was needed, and who better to tutor this nascent Bobby Fischer than Bobby Fischer himself? In March, 1985, the CIA brought an eager Fischer to Maryland. As he told an agent, "I'll do anything to beat those damned, cheating Russians."

Gerblin's education began by simply playing Bobby. To Fischer's surprise, this pale, quiet man dressed in a white hospital gown, with wires dangling from electrodes attached to his head, drew five games in a row, after losing the first. What shocked Fischer most was that Gerblin took almost no time between moves. While waiting for Fischer's move, Gerblin stared at him, mouth agape. When it was Gerblin's turn, he peered at the board in deep concentration for a moment, closed his eyes, as if the board were giving off a piercing light, then opened his eyes and moved instantly. More disconcerting to Fischer was losing the seventh game, in which Gerblin played a wildly inventive middle game combination Fischer had never seen before—and he had seen them all.

"He plays with a fluid intuitiveness that's almost eerie. The moves seem to come from somewhere deeper than from anyone else I've ever played. And what's scary is that he has no book knowledge of the game; he doesn't even know the names of opening moves," Fischer wrote in a report to Staunton, after losing 10 straight games.

Gerblin's LSD-enhanced mind gave him an incredible edge. While skilled amateurs can see a handful of moves ahead in a game, and the highest rated grandmasters as many as 20 or 30, Gerblin could see more than 50 moves ahead. In fact, while playing one game, he could visualize the opening 10 moves or so into the *next game*!

Even more uncanny was Gerblin's performance at blindfold chess. In this variation, neither player is allowed to see the board, but must call out his moves and play from memory. In Gerblin's version, however, only Fischer saw the board; moreover, he didn't announce his moves. Based on the sound of Fischer's pieces hitting the board, and his prodigious second sight, Gerblin managed to win half of these games.

These exercises, like a kind of mental Nautilus workout, increased Gerblin's Psi power. After several months he beat Fischer like a drum. Out of boredom, Gerblin played the strongest computer program in existence

Gerblin's escape in Manhattan gridlock caught his captors by surprise.

incredible edge playing chess.

at that time, the Cray Blitz. To make things interesting, Gerblin gave himself severe piece disadvantages. In one game (whose record is unhappily lost) he began with only his pawns, knights, and a queen—and still won.

But Gerblin's tutoring wasn't complete. He had yet to play under intense pressure. A disguised Gerblin was driven by van to Washington Square Park in New York's Greenwich Village, the chess epicenter of the United States. Here some of the finest players—mostly Eastern European emigrees—set up boards and play for money.

In the tight-knit world of chess, there are no unknown geniuses, particularly unknown middle-aged geniuses. So when Gerblin stepped up to the board of Dmitri Dzniestsky, a former all-Soviet champion, he was treated as a patsy. Eighteen moves later, he was treated with awe by the silenced crowd of kibbitzers. Gerblin earned two more victories—and 25 dollars. He had passed his first, albeit minor, test. The next day, he defeated George Roumanich, a Hungarian international grandmaster who had married a Canadian woman and settled in the West. Gerblin defeated the Hungarian in four straight games of speed chess. In these games, each player had five minutes to make all his moves. On average, when the flag on Roumanich's clock dropped, indicating he had used up his allotted five minutes and had, therefore, lost, Gerblin still had 4:55 left on his clock. Before anyone in the astonished throng could question Gerblin, agents ushered him away into a waiting van.

Gerblin's second test came three months later, at the Chicago Open. A special event of the tournament featured world champion Gary Kasparov in a simultaneous match against 15 highly ranked players. Kasparov moved from board to board, easily defeating every opponent except one. The trim, athletic Kasparov cast a puzzled look at this slightly-built mystery man who was sweeping across the board like Attila the Hun. When Kasparov, down two pieces, resigned, he shook Gerblin's hand and said, "I shall perhaps be meeting you once more."

This proved to be as much a threat as a promise. Gerblin's play had attracted the attention of the CSIB (Chess Security and Information Bureau), a branch of the KGB dealing with chess intimidation, defectors, and troublemakers, like Viktor Korchnoi. According to FBI sources, the Soviets began a dossier on Gerblin after he won three consecutive tournaments, beating such grandmasters as Timman, Seirawan, and Gulko.

For his own safety, Gerblin was kept a virtual prisoner of the CIA. Agents of CSIB, identified from photos, had already attempted to kidnap Gerblin from a Boston hotel, injuring a CIA operative in the process. The Russians, no doubt aware of Gerblin's connection with the Psychic Center, and realizing he imperiled their chess supremacy, would stop at nothing to liquidate him.

The CIA was grooming Gerblin for the 1990 World Chess Championships. What did Gerblin think about this? Little is known of his inner life. The person he spoke most to was Fischer, and they communicated mainly in the algebraic language of chess notation. A typical conversation might have gone something like, "c4, c5?" "Ah, yes, Nc3, Nf6." Gerblin read little, except for *People* and *Star* magazines, and had few interests. He ate a tuna fish sandwich every day, and drank chocolate milk through a plastic, bendable straw, one of the few objects he cherished. Oddly, chess held no great fascination for him. When not playing, he showed no interest in the game. There is some indication that his quasi-legal captivity rankled him. He frequently asked to be allowed to accompany Fischer to Alesia; and when exercising outside, Gerblin sometimes stood by the fence, fingers curled around the wire mesh, staring into the distance. Whether he could comprehend his role in this complicated plot is a matter of speculation.

After the 1987 chess championships in Spain, Fischer pronounced Gerblin ready to compete at an international level against all comers. Gerblin would be given a new identity and background (to obscure his CIA connection) and would gradually be phased into tournament play. And all this time, his security would continue to be discreet but heavy.

But, as chessplayers know only too well, the best laid plans often go awry. Late in 1988, not long after Gerblin's folder came into my hands, he managed to escape from custody. During a New York tournament, Gerblin had apparently anticipated the path his van would be taking to the Penta Hotel, the site of the match. While the car was stuck in traffic, Gerblin bolted out and evaded security by a series of complicated maneuvers through the busy city streets of midtown Manhattan. This much I learned from an ex-CIA spook, who also warned that my investigation placed me in legal and physical jeopardy. The military, the CIA, and the Center for Psychic Research were searching frantically for Gerblin but had failed to locate him.

There things remained until January of 1989. I was in New York, doing a story about street chess. Near Times Square, a row of boards had been set up by chess and backgammon hustlers who played passers-by for a dollar or two a game. One ragged-looking player, with a thick dirty beard and a floppy hat, was putting in his pocket a large wad of singles held together by a rubber band. I felt I had seen him somewhere before, and when he met my eyes, he immediately began to put away his board. It was Gerblin, and he sensed that I knew him. He also sensed I was harmless and spoke briefly to me. He said he was making a decent living playing chess for money, moving constantly from one city to another. He didn't want to play in any world championships. "Who cares about all that?" he said.

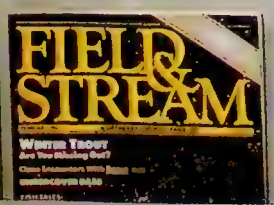
"Aren't you afraid our government or the Soviets will catch up with you?" I asked.

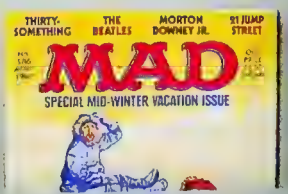
"No," replied the greatest chess player who ever lived, in a strained, shy voice. "I'll never have any trouble keeping one move ahead of them." And with that, he picked up his belongings, walked two blocks straight ahead, scooted left, and disappeared into the crowd. □

Editor's Note: Saul T. Prince and Games editor Curtis Slepian are one and the same. The above story is wholly fanciful, fictitious, and (April) Foolish.

MAGAZINE Scene

A B C D





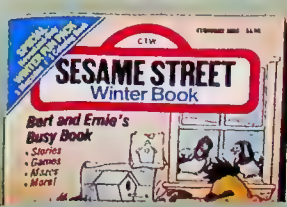
BY ROBERT LEIGHTON

★☆

The racks below show the way that a certain logical but eccentric storekeeper likes to arrange the 28 magazine titles his store carries. Within each column, all four magazine titles have something unusual in common. Now the storekeeper has decided to expand his selection by adding the seven magazines shown at the far right—and he's chosen the new titles in such a way that he can add one to each of his existing columns without spoiling the logic of his arrangement. Can you determine what each column of magazine titles has in common, and then match the new magazines to the columns where they logically belong?

ANSWERS, PAGE 88

E F G



1

2

3

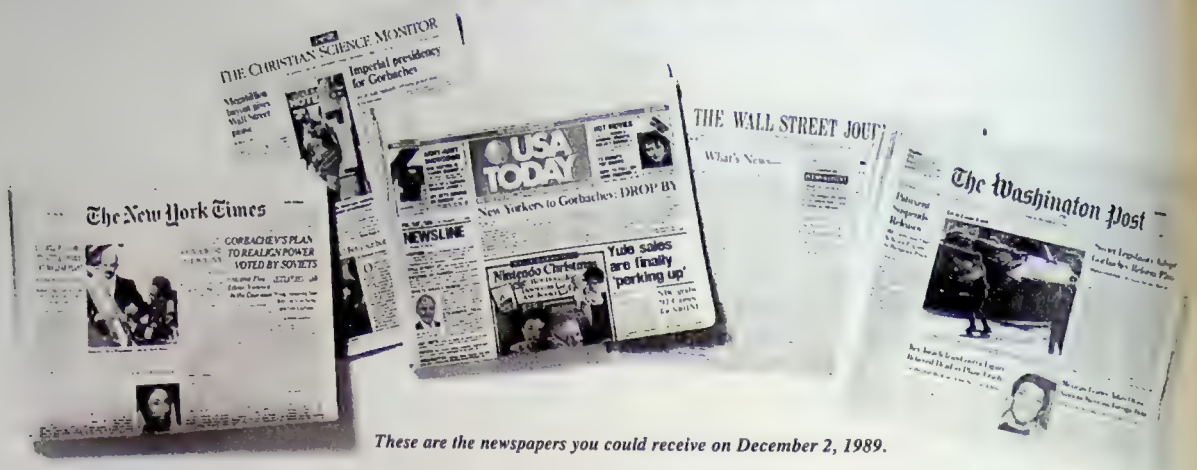
4

5

6

7

YESTERDAY'S PAPERS



These are the newspapers you could receive on December 2, 1989.

Make History Repeat Itself!

Nineteen eighty-eight was one of the most pivotal years of the decade. It was a year that stood out as few years have before it, a year packed with tragedy and triumph. Yes, 1988 was so extraordinary, you've probably said to yourself, "Gee, I wish I could relive those tumultuous, crazy, fascinating days." An impossible dream? No longer!

YESTERDAY'S PAPERS is your time machine into last year. From the moment you subscribe, we'll send you each day in 1989 a newspaper from the corresponding date in 1988. On April 1, for example, you can pick up from your doorstep the April 1st edition of either the *New York Times*, the *Christian Science Monitor*, *USA Today*, the *Washington Post*, or the *Wall Street Journal*. Get one, several—or all! These are NOT merely front pages. They are exact, *complete* fascimiles—including Sunday editions, where applicable—without a single word missing!

Of course, the service continues for as long as your subscription runs: So 1989's newspapers will be delivered during 1990.

POLITICS, SPORTS, ENTERTAINMENT— 1988 was filled daily with memorable stories. Here's just a sample of the year's top headlines:

- Florence Griffith-Joyner wins Olympic gold
- George Bush elected President of the U.S.
- The 75th anniversary of the crossword puzzle
- The first Russian space shuttle is launched
- N.Y. Met Mookie Wilson receives million-dollar contract
- Viruses sabotage computer systems
- The 25th anniversary of J.F.K.'s death observed
- *Earnest Saves Christmas* hits box-office bonanza
- Mike Tyson and Robin Givens go toe-to-toe

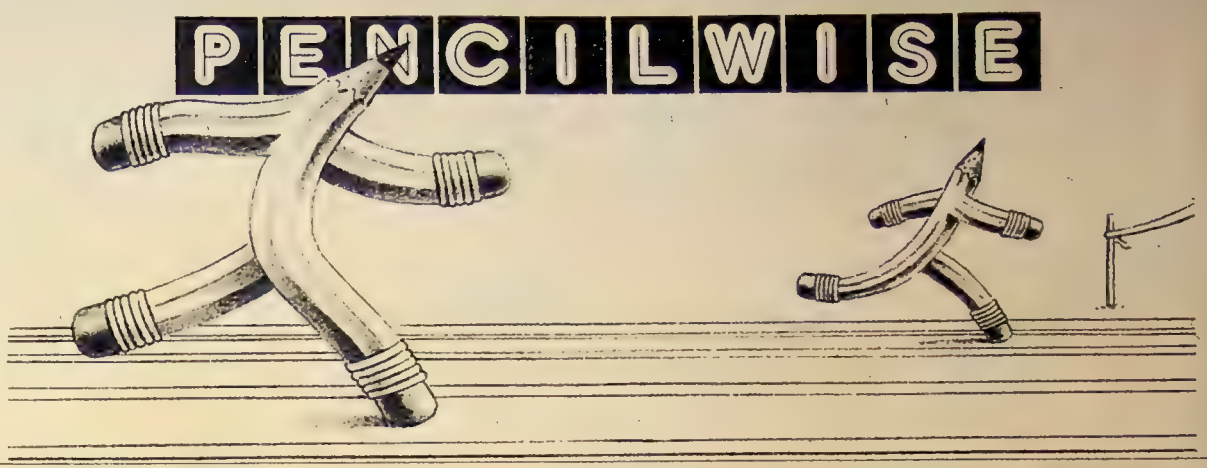
In a year so chock full of news, you probably missed something. But don't worry. This is your chance to catch up on the big—and small—stories. And as you open these papers at the breakfast table every morning, you'll read knowing confidently that no unexpected bad news will send you reeling into shock. Instead, peruse with fond memories the TV listings for each episode of *War and Remembrance*, or chuckle with hindsight at the campaign antics of Dan Quayle and the rest of the nominees. And, of course, it just may be easier to do those crosswords the second time around!

YESTERDAY'S PAPERS: They'll add a year to your life.

To subscribe,
call 1-800-555-3257 today!

EDITED BY WILL SHORTZ

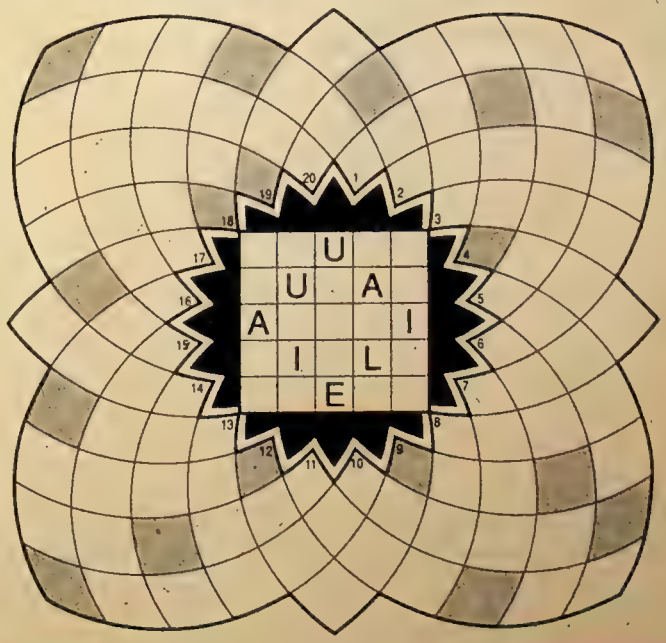
PENCILWISE



FLOWER CROSS ★★

BY WILL SHORTZ

To solve this hybrid puzzle, first answer the clues for words to be entered in the grid. Answers proceed outward from the numbered spaces to the tips of the petals. Half the words will read clockwise, the other half counterclockwise. When you're done, take the letters in the 17 shaded spaces and arrange them in the empty squares in the middle of the grid to form a word square, with five five-letter words reading across and five different five-letter words going down. ANSWER, PAGE 84



CLOCKWISE

1 Old fuddy-duds
2 Fountain of Rome
3 Target ship at Pearl Harbor
4 Religious group
5 Quick investigation (hyph.)
6 Kids' put-together game
7 Grieve
8 Doughnuts, mathematically
9 Reading aid
10 "Sit!" or "Heel!"
11 Kramden's best pal
12 Five, in compounds
13 The Tower of London, formerly
14 New York City stadium
15 Laundry worker
16 Tristram's beloved, in legend
17 Arabian leader?
18 Fancy alternative
19 Loverboy
20 Cabinet department

COUNTERCLOCKWISE

1 Tickler
2 Literally, "bean ferment"
3 Nudge
4 Alice B. Toklas's "autobiographer"
5 Foliage
6 Noted Apache chief
7 Not worth arguing about
8 Conned
9 Oafs
10 Stephen King novel
11 Conventional favorite?
12 Pageantry
13 It can make you sick!
14 Elf supervisor
15 Futuristic torpedo type
16 Cork's location
17 Far from land
18 ___ Yellow Rose (TV diner)
19 Bad pitches
20 The '80s, e.g.

R.J. KAUFMAN

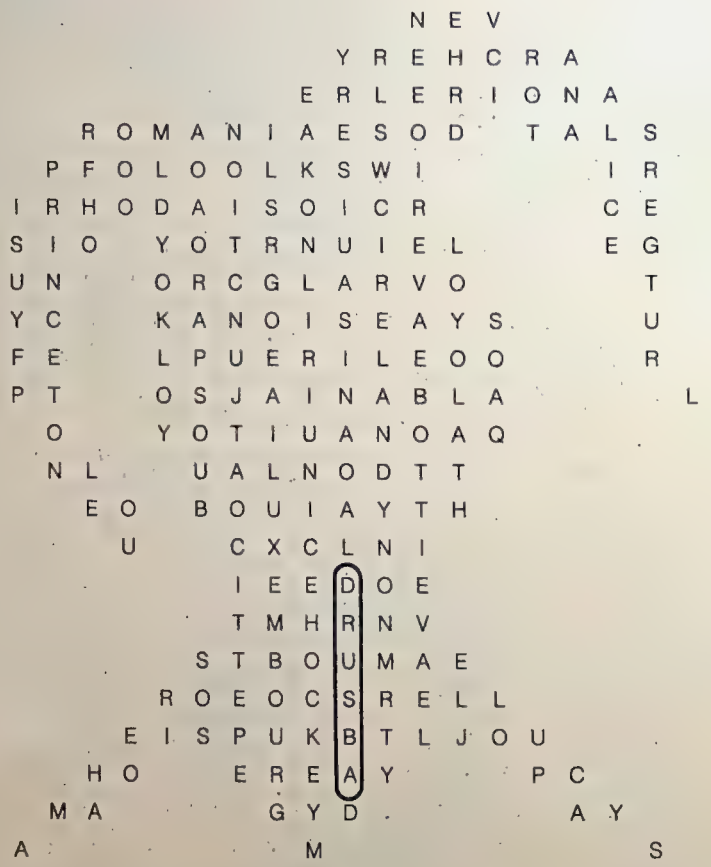
CATEGORICALLY SPEAKING ★★

BY LOU KESTEN

A "Categories" Word Search

This puzzle is based on the old game of Categories (or Guggenheim), the object of which is to think of an answer beginning with each letter provided on the left side of the grid (A-P-R-I-L below) for each category printed at the top. In this puzzle, however, we've given you the answers (sort of). Each of the 25 answers in the Categories grid is hidden in the jester in regular word search fashion, reading in a straight line horizontally, vertically, or diagonally. The first one has been circled as an example. Can you find the others?

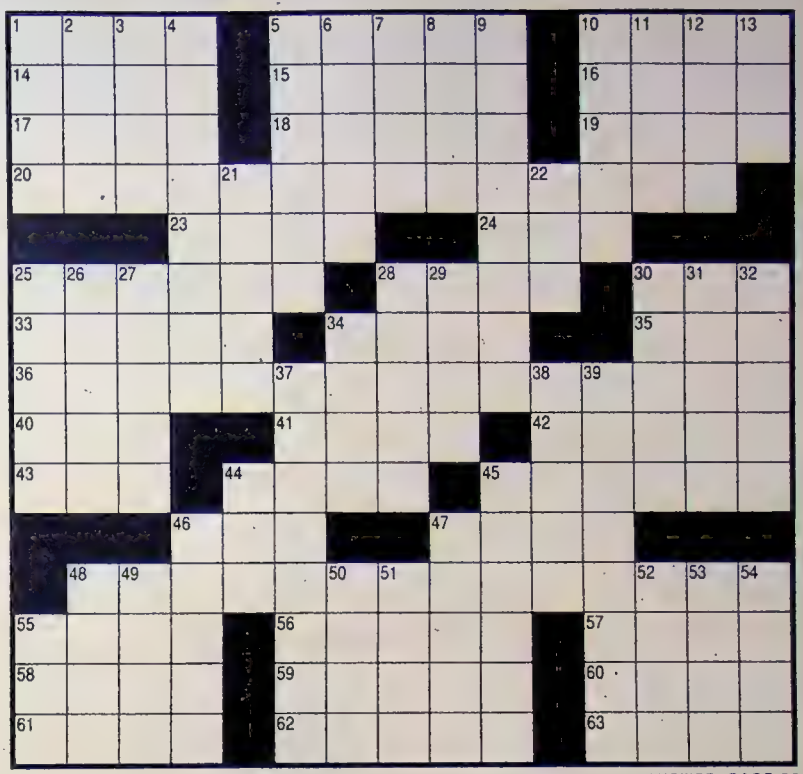
ANSWER, PAGE 89


N E V
Y R E H C R A
E R L E R I O N A
R O M A N I A E S O D T A L S
P F O L O O L K S W I I R
I R H O D A I S O I C R C E
S I O Y O T R N U I E L E G
U N O R C G L A R V O T
Y C K A N O I S E A Y S U
F E L P U E R I L E O O R
P T O S J A I N A B L A L
O Y O T I U A N O A Q
N L U A L N O D T T
E O B O U I A Y T H
U C X C L N I
I E E D O E
T M H R N V
S T B O U M A E
R O E O C S R E L L
E I S P U K B T L J O U
H O E R E A Y P C
M A G Y D A Y
A M S

	Synonyms for "Foolish"	European Countries	Sports	Colleges and Universities	TV Sitcoms
A	ABSURD				
P					
R					
I					
L					

SPEECH! SPEECH! ★

BY WILLIAM LUTWINIAK



ANSWER, PAGE 55

ACROSS

1 "What's gotten ___ you?"
5 Bald heads
10 Cole ___
14 Ivory or Dial, e.g.
15 Animated
16 Roused from slumber
17 ___ of Wight
18 ___ chance (risk): 2 wds.
19 Lady in Arthurian legend
20 Phrase for 36-Across: 4 wds.
23 Rumpuses
24 Sizzling
25 No charge
28 Make beer or coffee
30 1988 Tom Hanks flick
33 Spooky
34 Sheep's clothing
35 Pub serving
36 Prof. Higgins exercise: 2 wds.
40 Brother's little sibling
41 School in Annapolis: Abbr.
42 Racket
43 Summer in France
44 Genealogical chart
45 "___ only" (rated X)
46 Moral offense
47 *Ripley's Believe ___ Not!*: 2 wds.
48 Phrase for 36-Across: 4 wds.
55 Box seat
56 Opposite of a smile
57 Singer Fitzgerald
58 Up to the task
59 Prima ___ evidence
60 Go yachting
61 Robert Frost, e.g.
62 Bridges
63 Johnny-on-the-___

DOWN

1 "... live—or ___ Memorex?": 2 wds.
2 Have a snack
3 "Tall" story
4 Like the way the fat lady sings
5 Cookout sites
6 Alda and Arkin
7 Thor Heyerdahl's *Kon-___*
8 Not odd
9 Beach collectible
10 Blood, ___ & Tears
11 ___ Anderson (Mrs. Burt Reynolds)
12 Resembling (with "to")
13 Get hitched
21 Farewell, to François
22 "___! Right in the kisser"
25 "Silly" birds
26 Started a new fire
27 Got up
28 Frontiersman Daniel
29 Barrett or Jaffe
30 Actor Rathbone
31 "When ___ You" (Irving Berlin classic): 2 wds.
32 Chromosome components
34 Like a sage
37 Playmate "Data Sheet" category
38 Fund, as a university chair
39 Lemon quality
44 Old can material
45 Makes reparations
46 Sugary
47 Novelist Shaw
48 Tramp
49 Give the eye
50 Cover, as Xmas presents
51 ___ Raton, Florida
52 Applaud
53 Goulash
54 Mr. Disney
55 Once around the track

OFF CENTER ★

BY ANDREA CARLA MICHAELS

No need to take sides on this issue. The answer to each clue below is a word or phrase beginning with the letters S-I-D-E. For example, "Type of pitcher's delivery" would lead to SIDEARM.

If any of the clues leave you beside yourself with confusion, the answers, as always, are at the back of the magazine.

ANSWERS, PAGE 56

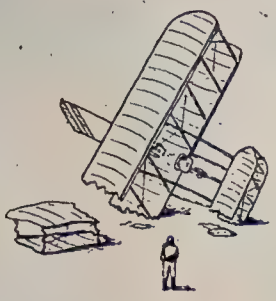
1. Carnival attraction _____
2. One way to ride a horse _____
3. Gridiron boundaries _____
4. Downside to medication _____
5. Hilarious _____
6. Tonto or Boo-Boo _____
7. Distracted from the main issue _____
8. Strike a glancing blow, as a car _____
9. Swimming technique _____
10. Place to "step on a crack" _____
11. Pool player's call _____
12. Fries, to a Big Mac _____
13. Desert rattlesnake _____
14. Slightly passé facial hair _____

EX-POSERS ★☆

BY NICK NORTH

We're sure you're all aware of the expressions "ex-president" and "ex-wife" (is the ex-wife of an ex-president an ex-ex-First Lady?), and some of you may once have heard John Cleese describe his dead pet as an "ex-parrot." Well, there seems no reason to stop there. We've gathered together and illustrated some—how shall we say?—lesser-known examples of such expressions for you here. All you have to do is determine what the subject of each picture is . . . or, rather, was. Each answer is a punny use of an otherwise familiar word beginning with the letters EX. For example, the first picture would be answered by the word EXPLAIN (ex-plane). How many of the others can you identify?

ANSWERS, PAGE 65



1. E X P L A I N

2. _ _ _ _ _ _

3. _ _ _ _ _ _ _ _

4. _ _ _ _ _ _ _ _

5. _ _ _ _ _ _

6. _ _ _ _ _ _

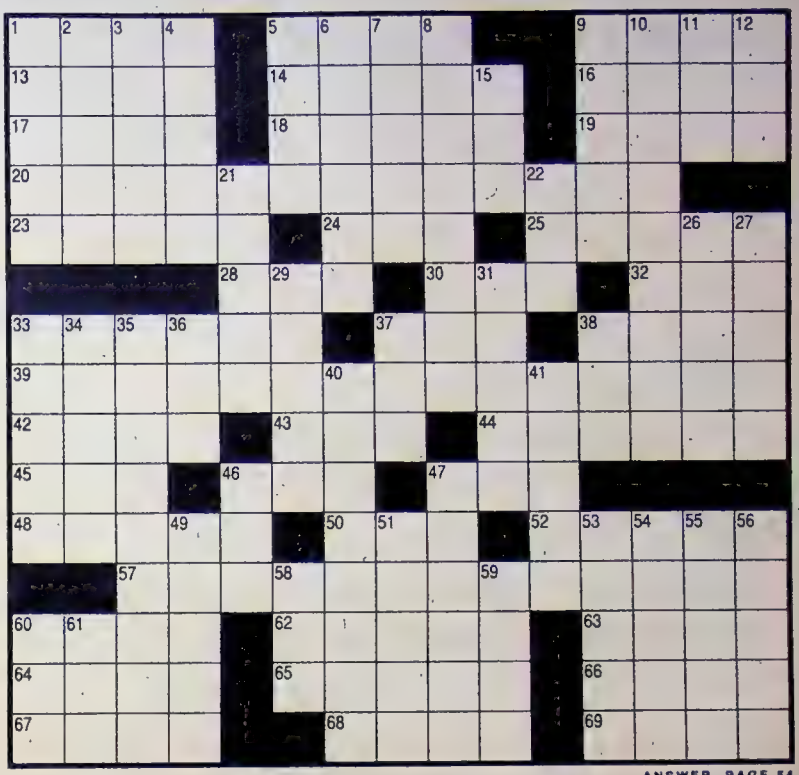
7. _ _ _ _ _ _ _

8. _ _ _ _ _ _

9. _ _ _ _ _

SHOWY NUMBERS ★★

BY PETER GORDON



ANSWER, PAGE 54

ACROSS

1 Sailboat propellant
5 "Uh, pardon me ... "
9 Passed with flying colors
13 Against
14 Kind of salami
16 *Persistence of Memory* painter
17 Newlywed fight
18 Wisconsin college
19 Tiny powerhouse
20 Octopus mitten-maker's cry?: 3 wds.
23 Display contempt
24 Oleo container
25 No-hitters and grand slams
28 ___ *Enterprise*
30 Part of Freud's mind
32 Fraternity letter
33 Hockey statistic
37 *The ___ Side*
38 Big ___ elephant: 2 wds.
39 √1000, to a yuppie?
42 *Animal House* party type
43 Bagel's companion
44 Sleeps poorly
45 Pub
46 Playboy Hugh, to his playmates
47 It often says "Welcome"
48 Stop, as fire
50 Mai-___ (rum drink)
52 Made less difficult
57 Two and four?: 2 wds.
60 Sad
62 Pig sound
63 Harbinger
64 The Emerald Isle
65 Type of saxophone
66 "Super" place in New Orleans
67 "___ in the Heart of Texas"
68 The Divorce Capital
69 "Simon ___ ..."

DOWN

1 Hydrogen and oxygen
2 Release, as in wrestling
3 It's often set
4 Money given to a church
5 Prefix with "culture"
6 Bank jobs
7 ___ *de mots* (briefly): 2 wds., Fr.
8 Night light
9 Saw
10 Release of emotional tensions
11 They sang "Don't Bring Me Down": Abbr.
12 Car headlight setting
15 12 *meses*
21 In God We ___
22 Mysterious sighting
26 Macduff, e.g.
27 "Top 40" items
29 Panache
31 Actress Garbo
33 Room for heirlooms
34 Glowed
35 John Hancock
36 Gershwin or Levin
37 Fledgling TV network
38 Sounds of satisfaction
40 Wash additive
41 Indian pole
46 Part of HRH
47 Less than a hairsbreadth
49 Wool source
51 In unison: 2 wds.
53 Snakes and fish, e.g.
54 Island group near Fiji
55 Superman, to Lex Luthor
56 Newton parts
58 Extreme suffix
59 Other, to Juan
60 Place to retire to?
61 Whopper

FOURRUNNERS ★☆

BY NICK NORTH

Insert the same four-letter word into the blanks in each line below to complete four seven-letter words. For example, by inserting CALL in #1 you form CALLBOY, SCALLOP, LOCALLY, and CATCALL. How many of the others can you get?

ANSWERS, PAGE 58

1.	C A L L B O Y	S C A L L O P	L O C A L L Y	C A T C A L L
2.	_ _ _ _ R A L	E _ _ _ _ N T	N O _ _ _ _ E	J A S _ _ _ _
3.	_ _ _ _ N N A	L _ _ _ _ R N	P L _ _ _ _ R	A N D _ _ _ _
4.	_ _ _ _ L A P	P _ _ _ _ T Y	P R _ _ _ _ B	R E C _ _ _ _
5.	_ _ _ _ T I C	T _ _ _ _ B Y	U S _ _ _ _ D	N O W _ _ _ _
6.	_ _ _ _ A I C	M _ _ _ _ E R	S T _ _ _ _ Y	M O N _ _ _ _
7.	_ _ _ _ R A L	P _ _ _ _ A U	B E _ _ _ _ D	I N F _ _ _ _
8.	_ _ _ _ M I T	B _ _ _ _ T H	A L _ _ _ _ Y	R E T _ _ _ _

A LITTLE OFF THE TOP ★☆

BY WILL SHORTZ

Three words complete each verse below. Remove the first letter of the first word to get the second word, and remove the first letter of the second word to get the third. For example, if SCREAM completed the first line, the next two lines would end in CREAM and REAM.

ANSWERS, PAGE 58

1. That traveling minister surely could _____.
For far from the pulpit his sermons would _____.
(They say his revivals grossed many grand _____.)

2. My Halloween costume makes everyone _____.
I dress as a warty, repulsive old _____.
The hot rubber mask, though, sure makes my face _____.

3. The fans in the bleachers made hollers and _____.
Their team had scored seven straight basketball _____.
The coach for the visiting cagers said, " _____!"

4. One thing I can live without, thanks, is the _____
Of rushing to dress and get off to a _____ ...
And finding it's late on account of the _____.

5. Remarkably bright and exceedingly _____
Is he who conceived the mechanical _____
(For prying up rocks the most useful thing _____!).

6. The Suicide Stoppers have taken a _____
To calm any "jumper" who's out on a _____.
They give him support so he's not so "on _____."

7. Some friendly advice when you visit your _____:
Provide a small push when he's going up _____;
And if there's a stereo, turn up the _____.

WORD MAZE ★★

BY A. BRAINE

How many names of fish or other sea creatures can you find in the grid below? Each name is concealed in a series of consecutively connected squares. For example, CARP can be spelled beginning with the C in the second column, then moving up to the A, diagonally down to the R, and diagonally down the other way to the P. In spelling a word, do not stand on a letter (as the D in HADDOCK) before going on. You may, however, reuse a letter in a word. Getting 6 answers is good, finding 9 is expert. Our answer list contains 12 common fish and sea creatures.

ANSWERS, PAGE 81

M	H	N	U	R
D	A	S	O	T
O	C	R	I	L
R	P	K	E	P

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

SAM LOYD'S PICTURE PUZZLES ★☆

When the great American puzzlemaster Sam Loyd died in 1911, his son assumed his father's name and carried on the father's puzzle business. One of Loyd junior's specialties was creating rebuses, or picture puzzles, of the kind shown below. The twist is that each picture represents not one, but two answers in the given category. How many of the "double plays" can you identify? Note: Some of the answers operate by spelling and others by pronunciation (which may or may not be exact). The lengths of the answers are indicated in parentheses.

ANSWERS, PAGE 54

1

Items on a Dinner Table

_____ (4)

_____ (6)

2

Makes of Cars

_____ (4)

_____ (6-5)

3

Rivers

_____ (4)

_____ (9)

4

State Capitals

_____ (5)

_____ (6,4)

5

More State Capitals

_____ (7)

_____ (8)

6

Fruits (plural)

_____ (5)

_____ (7)

DSZQUPHSBNT! ★☆

BY ROBERT LEIGHTON

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 85

1. CRYPTOON

PWCJZBV, EWV OTB LT
NTDJ HDJVVFRL VFGJ TRJ
TZ YNJD ZCWLCWRPJ
HWDEVJH, WRX OTBC IFZJ
IFVV HVBL OTB!

2. GOOD RIDDANCE?

"X ZKEER ZOKWJWE
AOKQCOA QS AOW AWEP
'HQUTXAR VKBAEKT'
AOKQCOA XM ZW GXGB'A
VKBAEKT XA, XA ZKQTG
CWA KQA KM OUBG."
— *LUBW *ZUCBWE

3. RETURN OF THE MOGUL

OSBXPLXGX AT *LSNNFPSSJ
VLXGX'O KT XQXMEVAZX
PAVL VLX MEOLF YSW SC
VLATHATU EI VAVNXO CSG
BSZAX OXDEXNO.

4. BRIGHT REDS

EGXAWAJXEGZ XEOFEX:
XQA *JVDEAX *KGEVG
ZWMGXJ RVWA YMXAGXJ
XQMG MGU VXQAW
GMXEVG VG AMWXQ.

5. STICK UP

GCYL RYILNW ANWWYM
ILB KYDDQ WMNXUF
XEDDSBYB, ELY BMSPYM
FCENWYB, "CYDR VY TYW
ENW EJ WCSF KIV!" WCY
MYRDQ:"SL I KSJ!"

6. SPELLBOUND

KYLCNHQ, UQPTZUNRPX
KYCNLHAZS "*CQHULHLH'C
*YGGHLPNRUL," UQPWZHLC
ZG KYXRUYS KZCRUYS
KYLSCNHQK.

7. SLICE OF LIFE

YZMMP QLEEX YXRZF
VFLQM MXTJZ ZOZFP
ALWIC TACLH XAWFP
MCGFZ GNAZF PZHHM,
"KHGGF HGGRM CXMCP,
QLEEX HGGRM UHXAV!"

TIPS AND CLUES

Cipher 1: YOU, represented by ciphertext OTB, is one of the most common words in everyday speech. Bonus hint: LL is one of the most common endings for four-letter words ending in a doubled letter.

Cipher 2: The one-letter word is I. It is unlikely that ciphertext XA, which both ends and begins clauses, is anything but IT.

Cipher 3: Compare ciphertext VLXGX and VLX. These are likely to represent the common words THERE and THE.

Cipher 4: Digram XQ, appearing in four words, twice at the beginning of a word, represents the common plaintext pattern TH.

Cipher 5: Ciphertext Y, appearing 13 times, is likely to be an E.

Cipher 6: A single letter following an apostrophe is usually an S. Also: The first and last words contain the unusual vowel combination AE.

Cipher 7: The five vowels A, E, I, O, and U are represented by G, L, T, X, and Z, though not necessarily in that order.

PENCILWISE PLUS

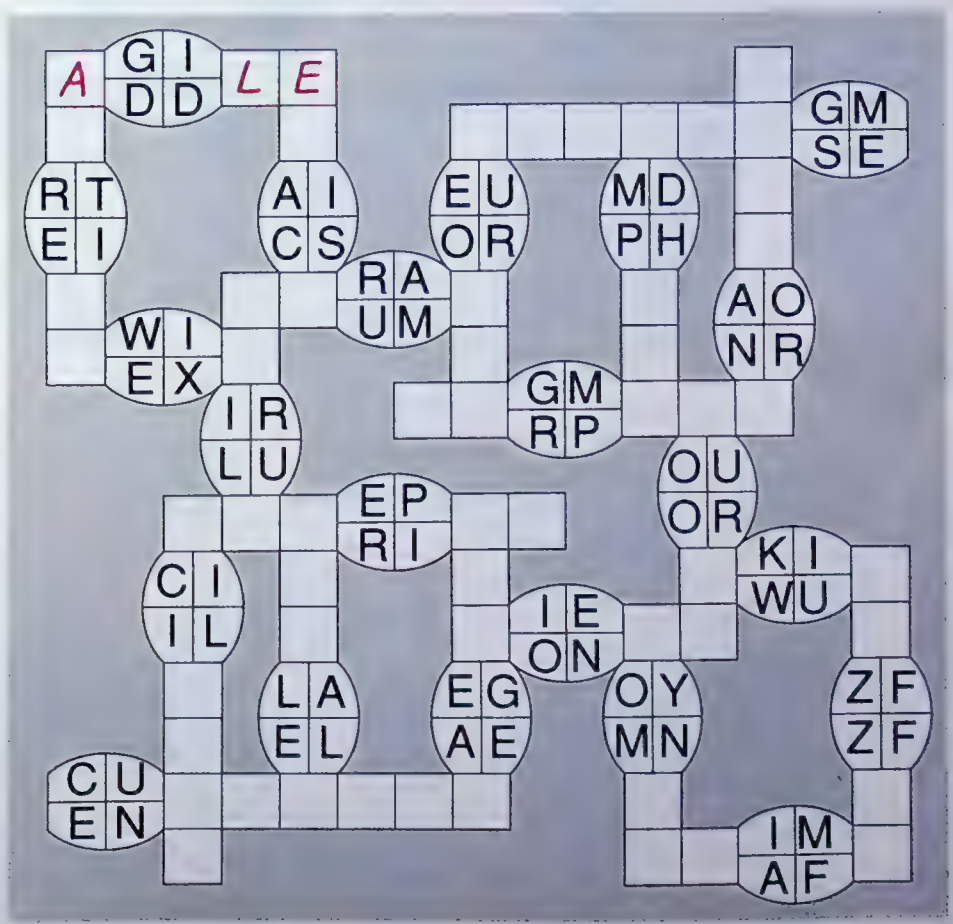
Editor: Will Shortz • Associate Editor: Mike Shenk

SPLIT DECISIONS

By George Bredehorn

★★

The only clues in this crossword are the letter pairs provided in the grid. Each answer across and down consists of two words, which share the letters to be entered in the empty squares. The first across answer, AGILE and ADDLE, has been filled in for you. Note: A few of the entries may have more than one possible answer, but only one will fit with the crossing(s).

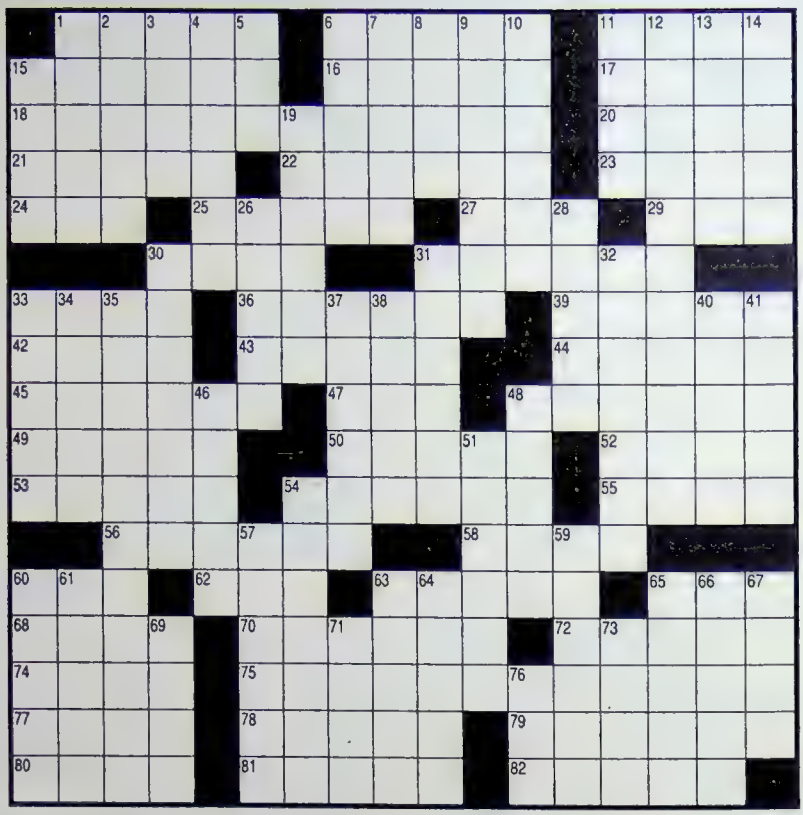


PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

IMAGINARY ATLAS

By Patricia Cevaal

★



ACROSS

1 Knight's horse
6 Euripides tragedy
11 Mop, as a ship's deck
15 Moon-landing mission
16 Wicked forces
17 Verdi opera
18 Item under a welcome mat: 2 wds.
20 Restaurant rating symbol
21 Horrible fear
22 Wheaties or Cap'n Crunch, e.g.
23 Front of the leg
24 Wall and Main: Abbr.
25 Manicurist's board
27 Heart of the matter
29 Form 1040 agency: Abbr.
30 Exam for high-schoolers: Abbr.
31 Realm
33 Put on cargo
36 Baby watcher
39 Rein
42 Leave out
43 Winter neckwear
44 Play cat-and-mouse with
45 ___ up (make neat)
47 Not the truth
48 Lifter's mishap
49 Actress Verdugo
50 Dog's fur problem
52 "I've Got ___ in Kalamazoo": 2 wds.
53 Varnish ingredient
54 Ship's turner
55 Hamilton's bills
56 Dark from the sun
58 Slangy denial
60 "___ the land of the free ..."
62 Uh-huh
63 ___ *the Titanic!*
65 GI's address: Abbr.
68 Commotion
70 New York prison
72 ___ *on Sunday*
74 Get an F
75 Bad airplane touchdown: 2 wds.
77 Miss Kett of the comics
78 Bert's *Sesame Street* pal
79 Money left in a will
80 Musical pause
81 Enjoys a book
82 1936 song "Goodnight ___"

DOWN

1 Gush, as from a water fountain
2 Hits the bottle
3 Scat singer Fitzgerald
4 Slurs over a syllable
5 "What's up, ___?"
6 Curbside coin swallower
7 ___ *Which Way But Loose*
8 Flood protection
9 Mrs. Roosevelt
10 Home for the insane
11 Mouth off
12 Nearby: 2 wds.
13 Soap actress Deborah
14 Buildings with haylofts
15 Totals
19 Vinegary
26 En ___ (all together)
28 Moisten, as a turkey
30 Porky Pig's girlfriend
31 Protect from attack
32 Say again
33 Not a winner
34 Enough
35 Group that sang "Money for Nothing": 2 wds.
37 Jewish holy book
38 Group of three
40 One kind of flu
41 Rings, as a bell
46 Shrewd
48 Submarine sandwiches
51 Amiable
54 Fix, as antiques
57 "___, My God, to Thee"
59 Writer
60 Make, as a suggestion
61 Make joyous
63 Unyielding
64 Suffers from overexercise
65 Pertaining to birds
66 British coins
67 Playboy Mansion party, perhaps
69 Developer's map
71 Charlie of Star-Kist ads
73 Maugham novel *The Razor's* ___
76 Boxing's "Greatest"

CRYPTO-FUNNIES

By Robert Leighton

★★

In this comic strip, all the dialogue has been converted into a cryptogram. That is, every letter of the alphabet has been consistently substituted by another letter throughout the cartoon. For example, if G represents V in one word, it will represent V in every word. Look for distinctive letter patterns and punctuation to help you get started.

1

2

3

4

U.S. AND THEM

By Nick North

★☆

As Oscar Wilde once said, "The English have really everything in common with the Americans, except of course language." Below are 34 distinctly American expressions (numbered 1-34) and their equivalent terms from "across the pond" (shown with blanks). First, fill all 68 words in the grid so they interlock in regular crisscross fashion. When the puzzle is completed, each word will be used exactly once. If you need help, a starting hint is given on the bottom left corner of page A14. As a bonus challenge, how many of the 34 respective terms of American and British English can you correctly match?

3 LETTERS
GAS *(1)*
RUN *(2) (for office)*
TAG *(3)*

4 LETTERS
CALL *(4) (by telephone)*
CANS *(5)*
FOUL ___
LINE *(6)*
NEAT ___
QUAY ___
REEL ___
RING ___
SUMP ___
TUBE ___
TINS ___
VEST *(7)*
WING ___
YARD *(8)*
ZERO *(9)*

5 LETTERS
CANDY *(10)*
CLASS ___
CUFFS *(11)*
GRADE *(12) (of school)*
LABEL ___
LAY-BY ___
PANTS ___
PURSE *(13)*
QUEUE ___
SLICE *(14) (of bacon)*
SPOOL *(15)*
STAND ___
WHARF *(16)*
YIELD *(17)*

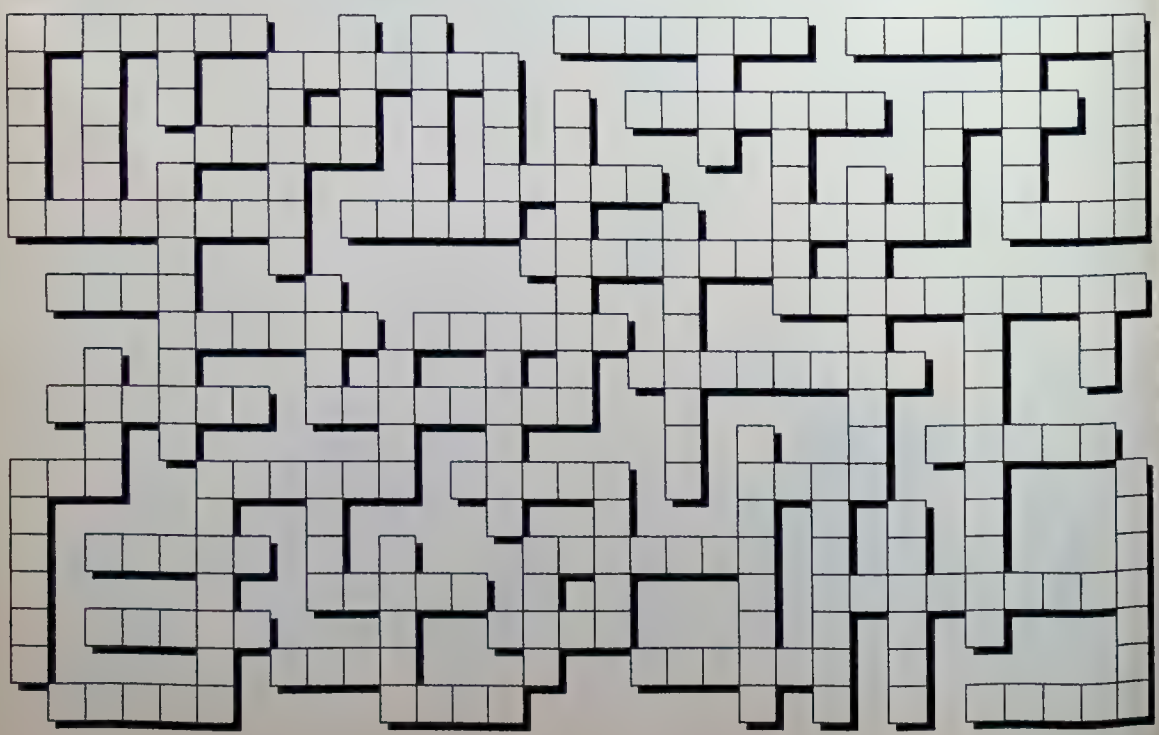
6 LETTERS
BRACES ___
CLOSET *(18)*
FENDER *(19)*
GARDEN ___
LIQUOR *(20)*
NOUGHT ___
OIL PAN *(21)*
PERIOD *(22)*
PETROL ___
RAISIN *(23)*
RASHER ___
SHORTS *(24)*
SUBWAY *(25)*
SWEETS ___
WALLET ___

7 LETTERS
FLY-OVER ___
GIVE WAY ___
HANDBAG ___
PULL-OFF *(26) (on a roadside)*
SCRATCH *(27)*
SPIRITS ___
SULTANA ___
TURN-UPS ___

8 LETTERS
BILLFOLD *(28)*
DISTRICT ___
FULL STOP ___
OVERALLS *(29)*
OVERPASS *(30)*
PRECINCT *(31)*
STRAIGHT *(32) (as a drink)*
WARDROBE ___

9 LETTERS
DUNGAREES ___
TRUNCHEON ___
WAISTCOAT ___

10 LETTERS
NIGHTSTICK *(33)*
SUSPENDERS *(34)*

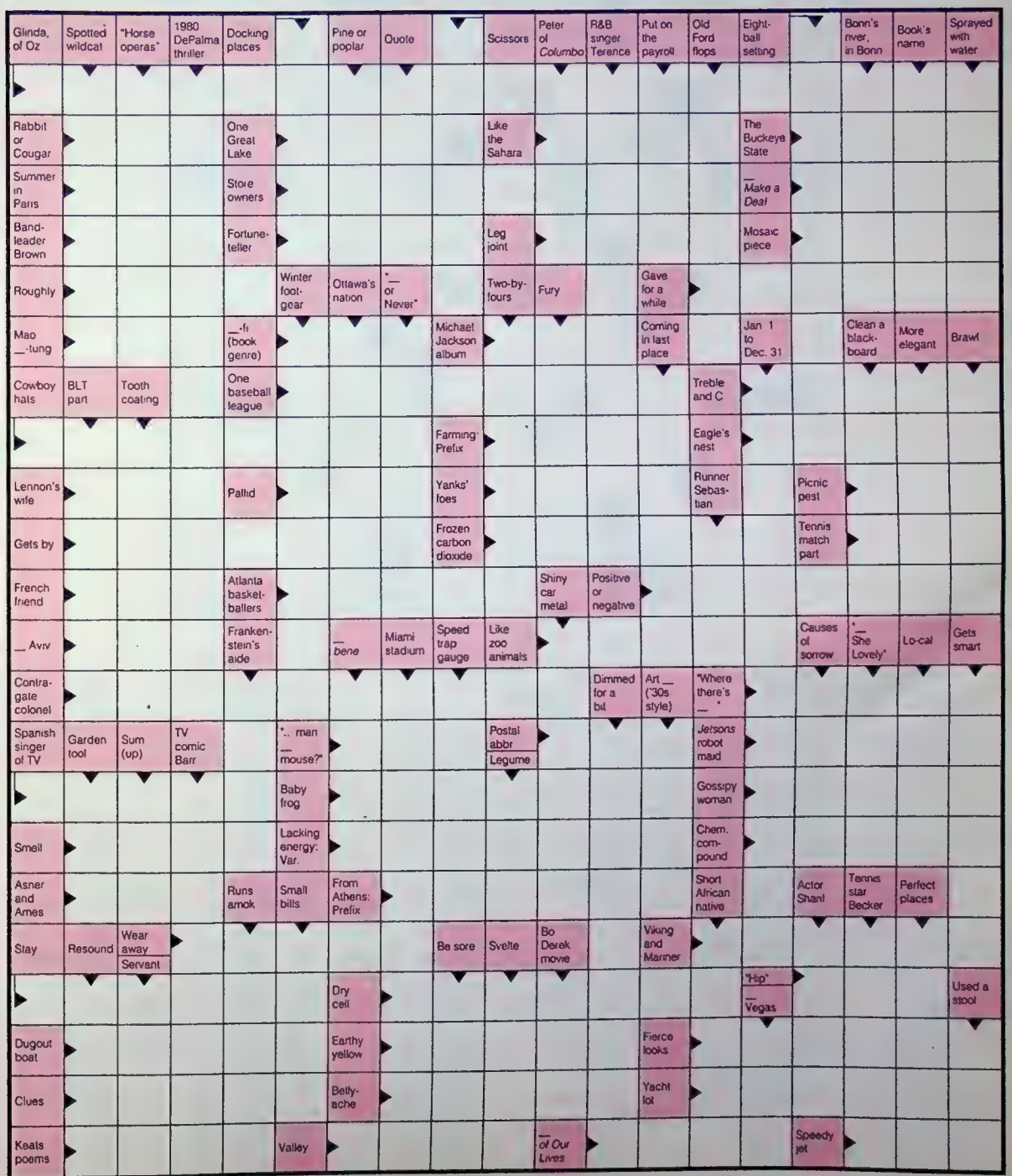


PENCIL POINTERS

By Trip Payne

★

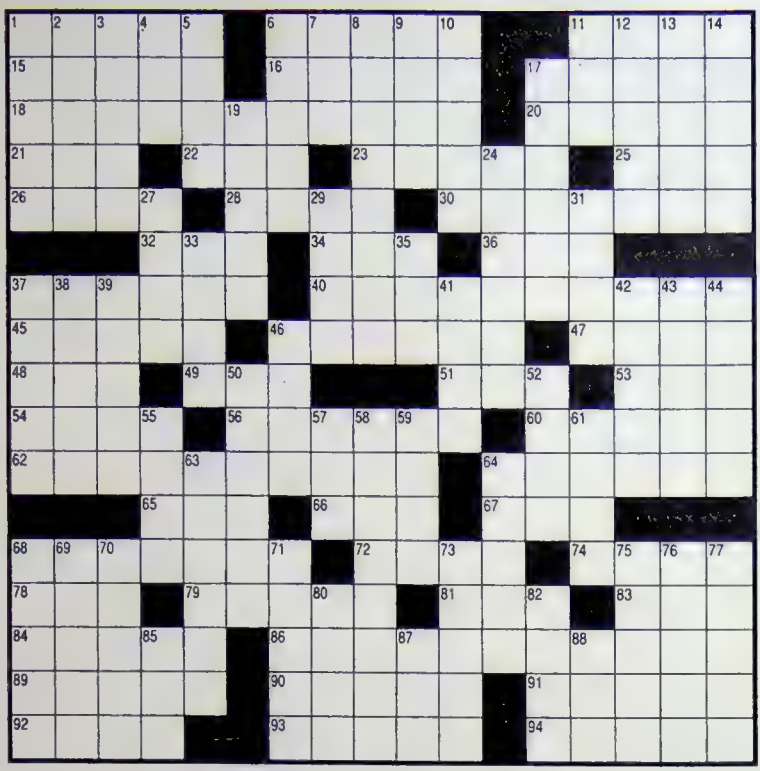
In this crossword the clues appear in the grid itself. Enter the answers in the direction of the pointers.



OFF WITH THEIR HEADS!

By Lois Sidway

★★



ACROSS

1 Consume entirely: 2 wds.
6 Social position
11 Llama's land
15 Stopped in one's tracks
16 "Poplar" ski resort
17 Missile homes
18 Sculler's woes?: 2 wds.
20 Singer Bryant
21 Suffix for journal or Japan
22 Smoker's concern
23 Hard to chew
25 Glutton
26 Turn to slush
28 Jazz background music
30 Wipeout of a sort
32 Dinghy propeller
34 Lend a hand
36 Before, to Burns
37 Blustering
40 Insult, perhaps?: 2 wds.
45 Tippy transport
46 Land of drachmas
47 Caddie's cry
48 Brigitte's buddy
49 Sault ___ Marie
51 Poetic pugilist
53 Summit
54 Nobelist Walesa
56 Kind of band, show, or army
60 Stockholm native
62 Sake?: 3 wds.
64 Sneaky fellow
65 Mauna ___
66 *Newhart* setting
67 Field judge
68 Recurring often
72 Olympic skater Thomas
74 Mary ___ Lincoln
78 Letters for debtors?
79 Without help
81 Songwriter Yoko
83 Kanga's kid, in *Winnie-the-Pooh*
84 Play the old banjo
86 It's usually where the squeak is: 2 wds.
89 Stop
90 Spiral-horned antelope
91 Here and there
92 ___ podrida (Spanish stew)
93 Sites for blotters
94 Full of fluff

DOWN

1 Stephanie Zimbalist's father
2 Got to one's feet
3 Target of some hotel thieves
4 Criminal's machine gun
5 Caged (up)
6 The Blue Grotto's island
7 Sly ___ fox: 2 wds.
8 Battle of Britain plane
9 "...a ___'clock scholar": 2 wds.
10 Follow
11 Wrestler's goal
12 Statesman Root
13 Copter part
14 Long-continued practice
17 African expanse
19 Cartoonist Trudeau
24 Hansel's sister
27 Matador's foe
29 Carnival
31 Feudal servant
33 Iowa campus town
35 Actor Billy ___ Williams
37 La ___ (Milan opera house)
38 Broken, as horses
39 In reserve: 2 wds.
41 Read over quickly
42 Carries
43 Wear down
44 Act anti-magnetically
46 Actress Rowlands
50 Where some Monopoly players are sent: 2 wds.
52 "Got it!": 2 wds.
55 Hawaiian port
57 Prefix with gram or center
58 South Africa's Winnie and Nelson
59 Henry VIII's Boleyn
61 Float gently
63 "A Horse With ___" (1972 hit): 2 wds.
64 Twist dry
68 The ___ Kid (Western hero)
69 Traveler's stop
70 Countrified
71 Babbled baby-talk
73 Some investments
75 Heavenly hunter
76 Cruller's kin
77 A bit bonkers
80 Aswan's river
82 October birthstone
85 "Born in the ___"
87 Squid's camouflage
88 Kimono sash

MISSING PERSONS

By Mike Shenk

★☆

In each of the sentences below, replace the asterisks with the full name of a famous person to complete the sentence. For example, the sentence "The felon a****** * ***iting friend" could be completed with the name BETTE DAVIS: "The felon ABETTED A VISITING friend." The number of letters in each answer name is given in parentheses.

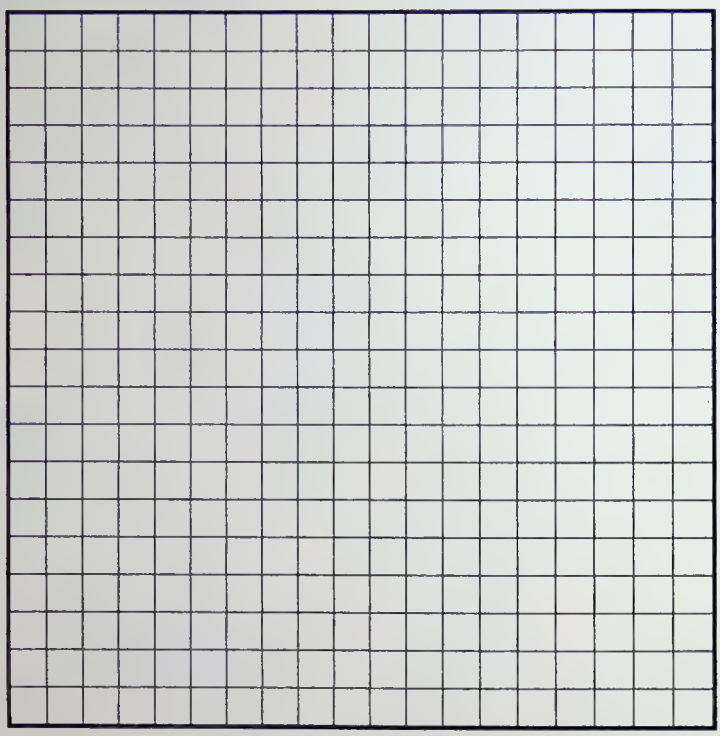
1. Arthur built Ca***** *o house his knights. (3 3)
2. Do you think Oph**** *****d her love for Hamlet? (5 4)
3. The curfew made the town's yo*** ***agonistic. (1 5)
4. The spires of the chur** **** ****ically into the sky. (5 5)
5. The spy receiv** * ***sage from headquarters. (2 4)
6. Cadet is the lowest o* ***** ** * ***ining school. (5 7)
7. For lunch, would you prefer a tuna **** ** **atloaf? (3 5)
8. For all birthday p******, ***aiian themes are my favorite. (5 4)
9. If I get over my fe***, ** * ***s susceptible to it in the future? (4 5)
10. In olden days, the church denounc** ****-***ained ministers. (5 4)
11. As my typist, you s**** *****t each paragraph five spaces. (3 6)
12. I mix my shampoo, using one part ****** *** *wo parts unscented. (4 6)
13. The bouquet included a bright narcis*** *** **e-opening irises. (5 3)
14. Did you read my manusc**** ** *ot? (3 4)
15. You should see your docto* **** *early. (3 3)
16. Never take someone who is suic**** ** ** *ne of those hot-air balloons. (3 6)
17. Get the shelves in the pet food ais***** ***tocked after the sale. (3 5)
18. During our me**, ****** *our smoke away from the table, please. (4 5)
19. In terms of revenue, the station that m*** ***** ****d the fewest commercials. (5 7)
20. Those gossipy mus****** ****** *very day at the gym. (7 6)

SPORTS KITCHEN

By Stanley Newman

★★

This diagramless is 19 squares wide by 19 squares deep and has regular crossword symmetry. As a hint, the location of the starting square is given on the bottom left corner of page A14.

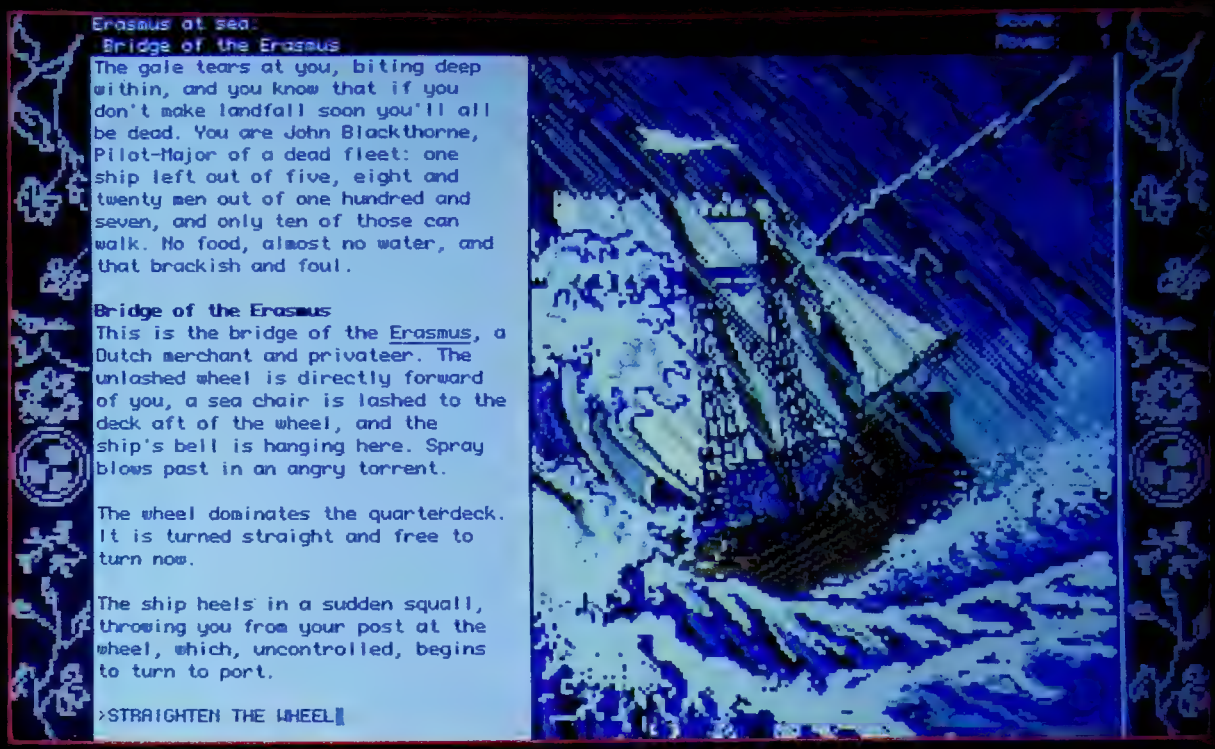


ACROSS

1 Whip
5 Slow tempo
7 Diplomat Hammarskjöld
10 "I'd ___ Teach the World to Sing": 2 wds.
11 Very long time
12 Party-food providers
14 Pencil material
16 Polio vaccine pioneer
18 One-time imported auto
22 Totally confused: 2 wds.
23 Silver source
25 Companion of "hither"
26 ___ Major (The Big Dipper)
27 Big name in deserts
29 Poorly
31 Long-plumed birds
33 Archer's device
37 Ship's pronoun
38 Banned pesticide: Abbr.
39 Month for Mother's Day
40 Faster he's not!
42 Footballer William Perry: 2 wds.
47 Provide shelter for
48 Rearward, on a boat
49 Ultimate degree
50 Botch up
51 Plummeting pitches, in baseball: 2 wds.
56 Alfred Binet's invention: 2 wds.
58 Dennis Quaid film of '88
59 *Star Trek* attendant
63 Not in force
64 Auditor's title: Abbr.
67 Air-gun ammo
69 Occupation
70 Ultimate letters
71 TV's "Big Dealer"
73 Christmas
75 When the Charleston was danced
77 Actor Beatty
78 Control the cockpit
79 Sullivan and Asner
80 Disney's "Old" dog
81 Try to find

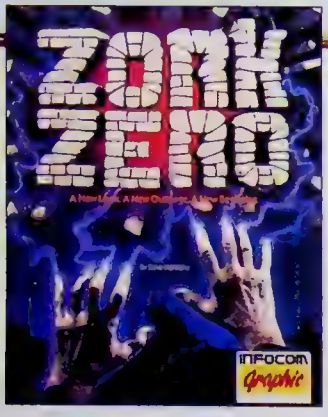
DOWN

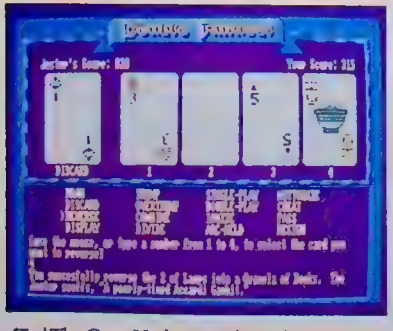
1 Cleveland's water: 2 wds.
2 Maturing agent
3 Where things are
4 Shout of joy
5 Jai ___
6 "Me too"
7 Impressionist painter
8 Main artery
9 Grind, as teeth
12 *Win, Lose or Draw* ancestor
13 Road-warning sign
15 Juicy fruit
17 Baby bouncer?
18 ___ *Miss Brooks*
19 Magic word
20 Film swimmer Williams
21 High-tech beam
24 Arctic toymaker
28 Actress Ursula
30 Not widespread
32 A lot
34 Communications conglomerate: Abbr.
35 Remind too often
36 Coloring
41 Team players
42 Rotational force
43 Travel quickly
44 Just a blowhard?
45 Pres. candidate of '68
46 Substance in cells: Abbr.
47 Ketchup king
52 Desire
53 Swipe
54 "Ma ma" and "da da": 2 wds.
55 Variety
57 Overhead trains
60 Ship to "remember"
61 Attached
62 Prerequisites
65 Butter portion
66 Irving Berlin standard
68 Fancy accommodations
72 Flood preventer
74 Impolite look
76 Where Cleo barged in?


Erasmus at sea:
Bridge of the Erasmus
Score:
Moves:
The gale tears at you, biting deep within, and you know that if you don't make landfall soon you'll all be dead. You are John Blackthorne, Pilot-Major of a dead fleet: one ship left out of five, eight and twenty men out of one hundred and seven, and only ten of those can walk. No food, almost no water, and that brackish and foul.
Bridge of the Erasmus
This is the bridge of the Erasmus, a Dutch merchant and privateer. The unlashed wheel is directly forward of you, a sea chair is lashed to the deck aft of the wheel, and the ship's bell is hanging here. Spray blows past in an angry torrent.
The wheel dominates the quarterdeck. It is turned straight and free to turn now.
The ship heels in a sudden squall, throwing you from your post at the wheel, which, uncontrolled, begins to turn to port.
>STRAIGHTEN THE WHEEL

INFOCOM'S NEW GRAPHICS WILL BLOW YOU OUT OF THE WATER...

Encyclopedia Frobozzica
According to this article, Megaboz was a mysterious wizard who lived a hermit's life in the Fublio Valley. Some say he cast a Curse which will someday bring down the Empire, but royal spokesmen have denied all such rumors. Megaboz vanished in 789 GUE; some say the effort of casting the curse destroyed him.
Megaboz





(Top) The Great Underground Empire comes alive with spellbinding graphics.

(Center) Look for *Zork Zero* at a software retailer near you.

(Bottom) New visual puzzles will challenge you like never before.

ZORK ZERO

The game that started it all has a new beginning! *Zork Zero* is the interactive fiction prequel to the *Zork Trilogy*, the most popular entertainment software product of all time. In *Zork Zero*, an unpredictable jester challenges you with puzzles, paradoxes and plenty of fun as you seek out objects ranging from the curious to the sublime.

- One million satisfied game players can't be wrong! Discover the origins of the Great Underground Empire in this new and exciting chapter of *Zork*.
- *Zork Zero* integrates graphics into the game play with visual puzzles, illustrated maps and a Zorkian encyclopedia.
- *Zork Zero* includes our most requested features: a friendlier parser for easier typed-in commands, on-screen hints, mapping, optional mouse interface and sound.
- *Zork Zero* is by Steve Meretzky, author of *Leather Goddesses of Phobos, The Hitchhiker's Guide to the Galaxy* and *Planetfall*.
- Your *Zork Zero* package includes the game disk, a secret spell, "Lives of the Twelve Flatheads" Calendar and an unusual blueprint.
- *Zork Zero* is available for most personal computers. See the order form on the reverse side for machines and prices.

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*Most systems–see order form

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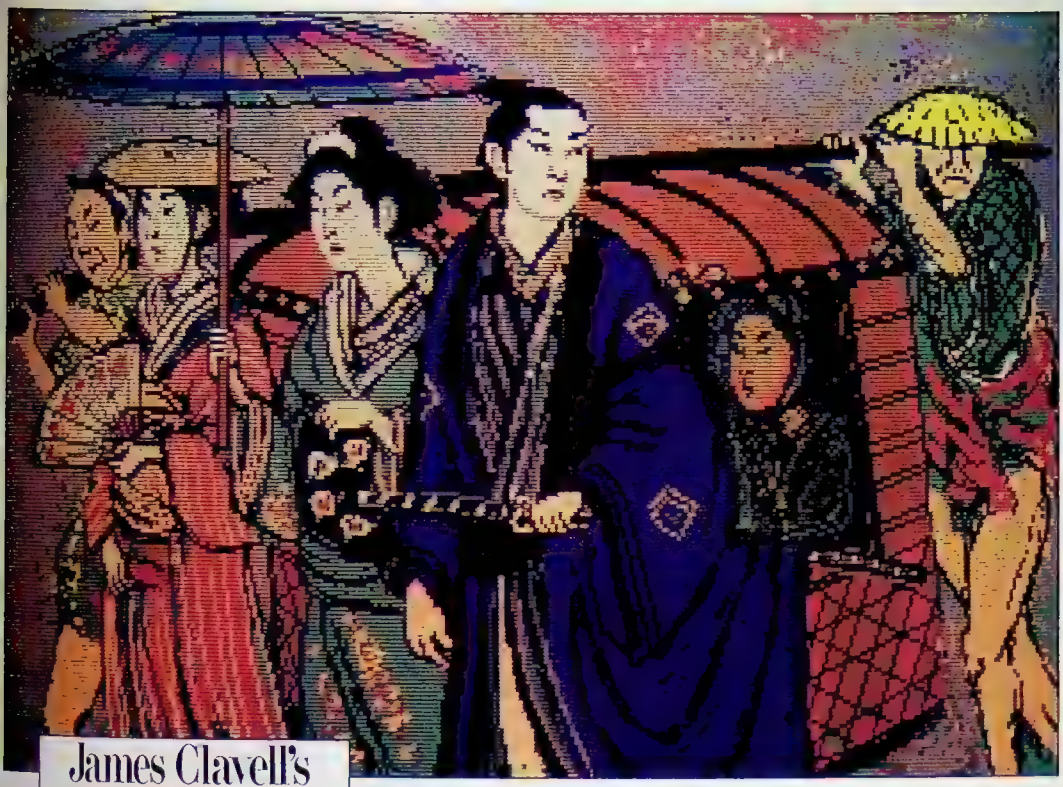

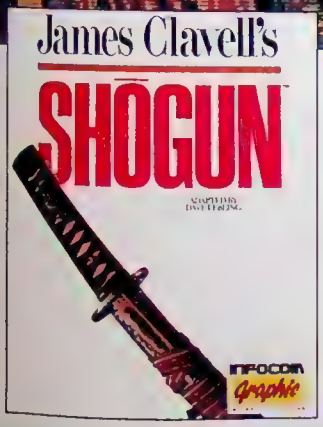

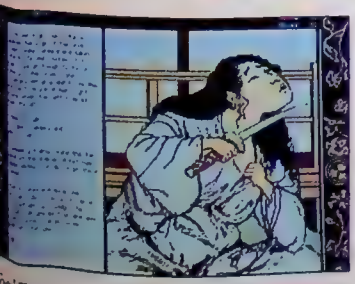

op) Experience the drama and pageantry of 16th
ntury Japan in *Shogun*.

enter) Infocom's *Shogun* captures all the power
the novel.

ottom) Rich text and vivid graphics weave a
pping story of honor, intrigue, and survival.

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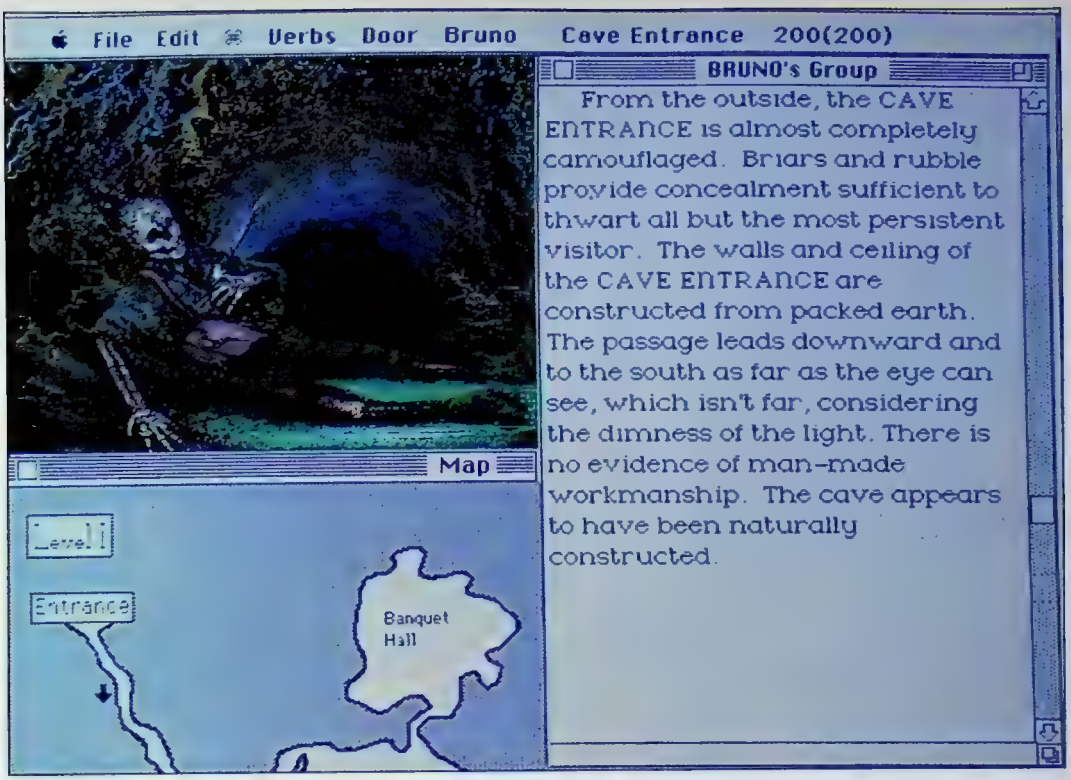
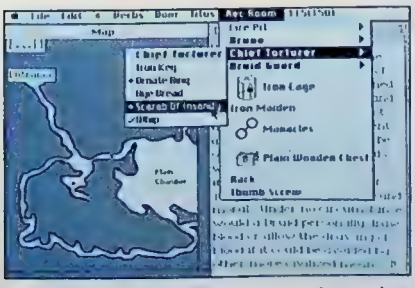
INFOCOM
Graphic
INTERACTIVE FICTION


File Edit Verbs Door Bruno Cave Entrance 200(200)
BRUNO's Group
From the outside, the CAVE ENTRANCE is almost completely camouflaged. Briars and rubble provide concealment sufficient to thwart all but the most persistent visitor. The walls and ceiling of the CAVE ENTRANCE are constructed from packed earth. The passage leads downward and to the south as far as the eye can see, which isn't far, considering the dimness of the light. There is no evidence of man-made workmanship. The cave appears to have been naturally constructed.
Map
Level 1
Entrance
Banquet Hall



(Top) Superb graphics, on-screen mapping, and a dramatic story create a realistic role playing experience.

(Center) Quarterstaff is the fantasy role playing game for true RPG players.

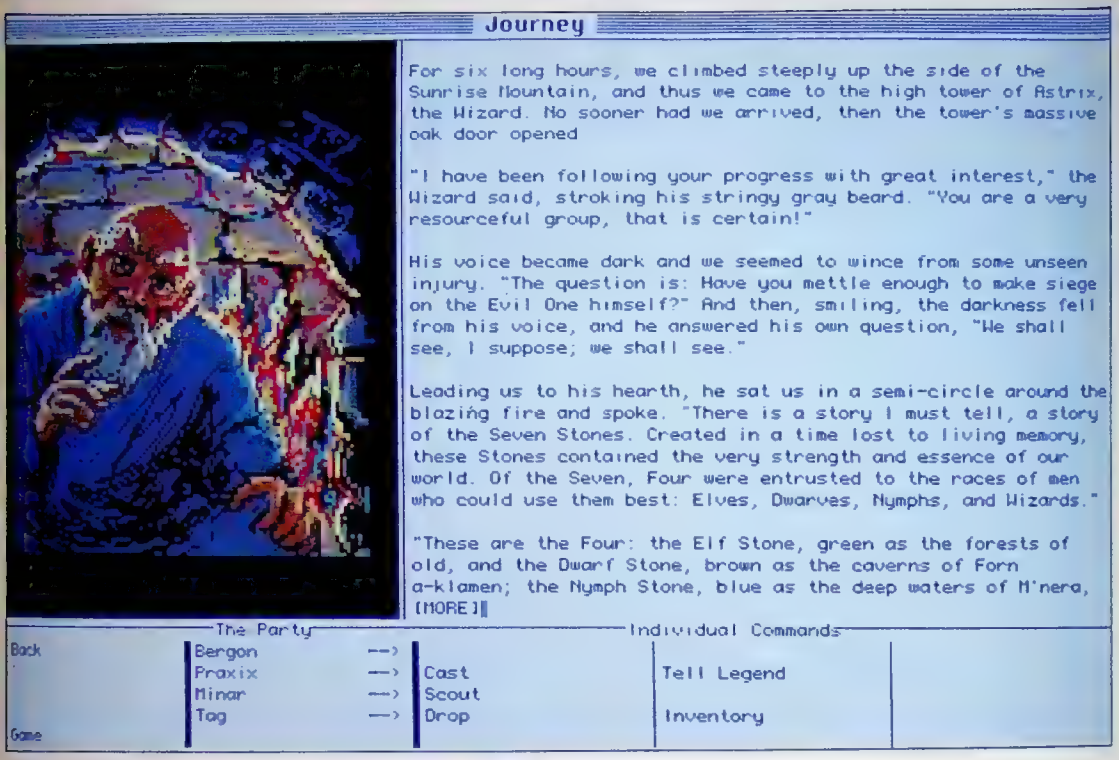
(Bottom) Quarterstaff is easy to play using logical, sophisticated menus.

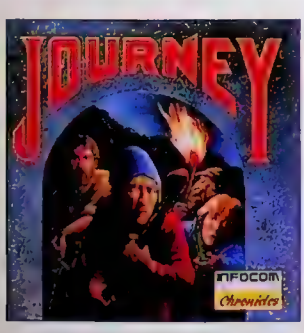
QUARTERSTAFF™: THE TOMB OF SETMOTH™

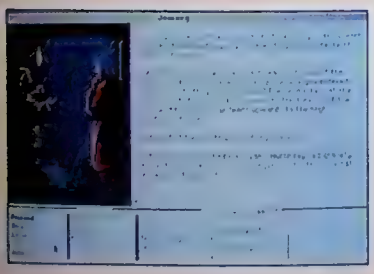
Three months ago, the Tree Druid Colony vanished without a trace. A search party is sent to discover what fate befell these peaceful people, and to save any who may survive. In *Quarterstaff*, it is your mission to guide this ever-changing band of warriors through cavern and crypt in search of an unknown demon.

- *Quarterstaff* is the first computer role playing game to capture the mood and feel of pen-and-paper RPG's.
- *Quarterstaff* features the most realistic environment of any fantasy role playing game. Characters need to eat and sleep, objects have size and weight, and even monsters have motives.
- The Macintosh version of *Quarterstaff* features the ultimate in Macintosh interfaces, with hierarchical menus, realistic sound, context-sensitive hints and a dynamic map window.
- When *Quarterstaff* was developed by Scott Schmitz and Ken Updike, *Dragon Magazine*™ gave it a perfect rating. This new version is refined and enhanced with Infocom's distinctive brand of storytelling.
- Your *Quarterstaff* package includes the game disks, a dazzling poster, a mystical ritual parchment and a Druid coin. Macintosh version also has an extra color graphics disk.
- *Quarterstaff* is available for the Macintosh, Apple II GS, and IBM and 100% compatibles. See the order form on the reverse side for specifications and prices.

INFOCOM RPG ROLE PLAYING GAME


Journey
For six long hours, we climbed steeply up the side of the Sunrise Mountain, and thus we came to the high tower of Astrix, the Wizard. No sooner had we arrived, then the tower's massive oak door opened
"I have been following your progress with great interest," the Wizard said, stroking his stringy gray beard. "You are a very resourceful group, that is certain!"
His voice became dark and we seemed to wince from some unseen injury. "The question is: Have you mettle enough to make siege on the Evil One himself?" And then, smiling, the darkness fell from his voice, and he answered his own question, "We shall see, I suppose; we shall see."
Leading us to his hearth, he sat us in a semi-circle around the blazing fire and spoke. "There is a story I must tell, a story of the Seven Stones. Created in a time lost to living memory, these Stones contained the very strength and essence of our world. Of the Seven, Four were entrusted to the races of men who could use them best: Elves, Dwarves, Nymphs, and Wizards."
"These are the Four: the Elf Stone, green as the forests of old, and the Dwarf Stone, brown as the caverns of Forn a-klamen; the Nymph Stone, blue as the deep waters of M'nera, [MORE]
The Party
Back
Bergon
Praxix
Minar
Tag
Game
Individual Commands
Cast
Scout
Drop
Tell Legend
Inventory





(Top) Magical creatures and wondrous wizards inhabit the world of *Journey.*

(Center) Ask for *Journey* at your favorite software retailer.

(Bottom) You must interpret what you find for your journey to be successful.

JOURNEY™

Journey into a world of natural beauty and unnatural magic, a world of monsters and melee, an entirely new world of entertainment software. In *Journey,* you lead a party of four adventurers on a noble quest to save the countryside from evil. *Journey* combines Infocom's storytelling expertise with the essence of role playing games to create the truly new genre of "role-play chronicles."

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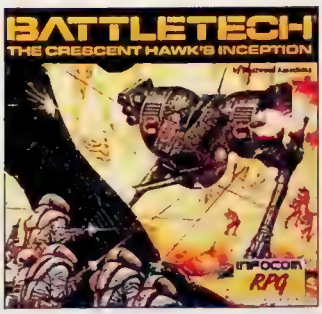
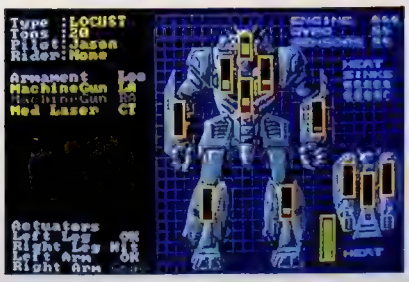
- If you like RPG's, interactive fiction or fantasy stories, you'll love the saga of *Journey.*
- Over one hundred stunning graphics give you new vistas to explore at every stage of your quest.
- Favorite Infocom writer Marc Blank, author of *Zork, Deadline*® and *Enchanter,* has developed *Journey* and the new role-play chronicles.
- Your *Journey* package includes a game disk, a beautifully illustrated map and a quartz crystal secured in a velvet pouch.
- *Journey* is available for most personal computers. See the order form on the reverse side for machines and prices.

INFOCOM
ROLE-PLAY
Chronicles





(Top) Animated outtakes let you zoom in on the action.

(Center) The package tells you that *BattleTech* means business.

(Bottom) Detailed scan helps keep track of damage sustained in combat.

BattleTech®: The Crescent Hawk's Inception™

In the 31st Century, brutal wars are waged in giant machines, and human lives are cheaper than water. In this action-packed RPG, you are Jason Youngblood, a warrior cadet who must fight to preserve his planet, his honor and his life.

- *BattleTech* is the first computer RPG set in the powerful BattleTech universe.
- *BattleTech* includes "The Arena," a gladiatorial module you can play again and again to hone your skills and accumulate supplies.
- *BattleTech* features the richness of plot and depth of detail that you have come to expect from Infocom games.
- You will see animated game sequences rendered in the distinctive style of Japanese "monga" comics.
- *BattleTech* features the largest RPG universe ever created, with over four million different locations on the computerized playing board.
- *BattleTech* features the most explosive warfare and complicated strategy of any computer RPG.
- *BattleTech* is a fully integrated part of FASA's BattleTech universe. It was developed with Westwood Associates, creators of Phantasie™ III, Questron™ II and Summer Games.®
- Your *BattleTech* package includes a game disk, an exciting full-color poster, and an official Weapon and 'Mech Recognition Guide.
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INFOCOM RPG ROLE PLAYING GAME

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‡Available February, 1989.
††Requires Mac Plus, SE or II with 1 MB RAM.
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CD CF

BULL'S-EYE 20 QUESTIONS

By Will Shortz

★★

Here's a test of your word "marksmanship." The answer to each of the 20 questions in the puzzle is one of the 26 words in the bull's-eye target. Each answer scores a "hit," which you may cross off in the target since no answer word is used more than once. When all the clues have been answered, the six unused words can be arranged to form a quotation by humorist Robert Byrne.

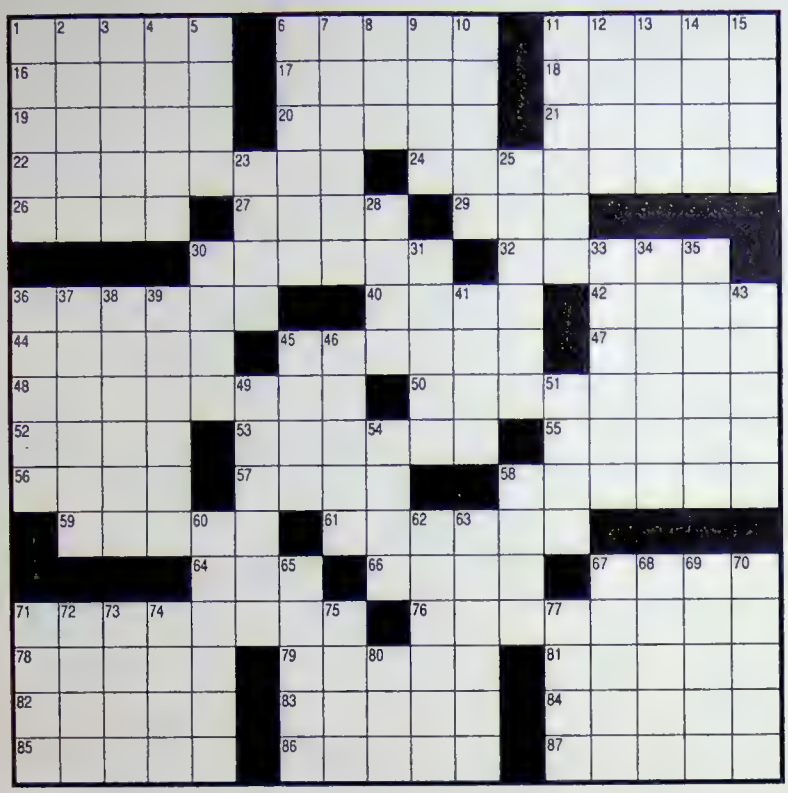
WHICH WORD . . .

1. would be pronounced the same without its first two letters?
2. contains the name of a state, reading every other letter?
3. would become a phrase meaning "loyal," if the letter U were inserted before every E?
4. is an anagram of a President's name?
5. consists of a word meaning "clear" inside "dinnertime activity"?
6. would become its own opposite if you removed its first letter?
7. can be broken into two consecutive men's names, which, said one after the other, sound like an article of apparel?
8. is self-descriptive?
9. has more syllables than it has vowels?
10. would, if written in script, have strokes below the line on all its letters?
11. is an acronym, of sorts, for the speed limit in Manhattan?
12. would become a sign of the zodiac if you changed its first letter?
13. represents (assuming A = 1, B = 2, etc.) the year that World War II ended?
14. contains four consecutive letters of the alphabet, in order, in a row?
15. completes this sentence in a punny way: "Horace will have to ___ lower the top of the door by 12 inches."?
16. would become a synonym of itself if you inserted a T somewhere within it?
17. would become a new word if its last syllable were put first?
18. could represent OTTAWA in a cryptogram?
19. contains three doubled letters?
20. has no letters in common with any of the other remaining six words?

THE LONG OF THE SHORT OF IT

By Richard Silvestri

★★★



ACROSS

1 Belief shared by Voltaire and Jefferson
6 Tape holder
11 Certain hideouts
16 Spread out west
17 Be bombastic
18 "It takes ___ o' livin' ..."
19 Baseball's Jose Cruz, e.g.
20 Et cetera, etc.
21 Code name
22 Tree tract?
24 Wary insect?
26 Poky
27 Cake finisher
29 Half of the U.A.R.
30 Lincoln Center offerings
32 Indy participant
36 Birches' kin
40 "___ Said" (1961 Shirelles hit)
42 Burton-upon-Trent products
44 Liver, in a way
45 Alpine home
47 Grinder
48 Meaningless affirmative?
50 Placekicker's problem?
52 Juanita's love
53 Heir to the throne
55 Choice
56 Double agent
57 Stanch
58 "A" lady
59 Cries out for
61 Went edgewise
64 Use the cross hairs
66 Rampage
67 Fab Four film
71 Peeper lineup?
76 Prompt Steve's wife?
78 Von Richthofen, for one
79 Like yellow journalism
81 Dan Tanna's TV beat
82 It can make you pickled!
83 Escape the clutches of
84 Motionless
85 Scornful smile
86 "Night Moves" singer
87 Dogie catcher

DOWN

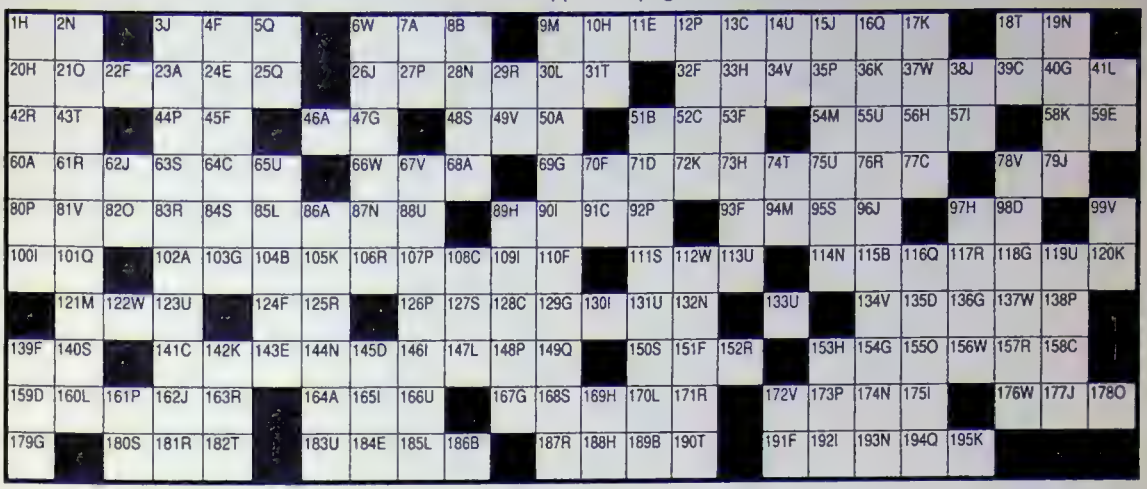
1 Strong carts
2 Stand for a portrait
3 Apart
4 Kind of ball or propeller
5 Units of conductance
6 Consolation
7 Ghost of a chance
8 Morsel for Mr. Ed
9 Auditory
10 Horne and 67-Down
11 SLR device
12 Seafaring salutation
13 Word of action
14 Facility
15 Famed Graf
23 Tiny tastes
25 Whirl
28 "___ Lama Ding Dong"
30 Bash for Bacchus
31 Epsom ___
33 Smokes introduced in 1913
34 Draw forth
35 Associate
36 Perpendicular to the keel
37 *Save the Tiger* star
38 Type of antenna
39 Menu selection
41 Run into
43 Foxier
45 Highlander
46 Nether lands?
49 Private reply
51 Thing done
54 Put forth
58 X marks this spot
60 She's a sew-and-sew
62 Make a choice
63 Last name in cosmetics
65 Cock and bull
67 Zoo laugher
68 Borders
69 Disinformation specialists
70 Basil-based sauce
71 Recedes
72 Tall tale
73 Albany-to-Buffalo waterway
74 Tops
75 Kind of tide?
77 "... and deliver us from ___"
80 Toupee

DOUBLE CROSS

By Michael Ashley

★★

Directions appear on page 34.



A. Homerian whirlpool off the coast of Sicily — 60 7 23 50 164 46 68 86 102

B. Spanish or western breakfast dish — 115 104 186 189 8 51

C. Creator of Inspector Roderick Alleyn (2 wds.) — 64 77 91 108 128 39 141 158 13 52

D. Winner of four gold medals in the 1936 Olympics — 98 71 135 145 159

E. Female fox — 143 184 59 11 24

F. Author of *Stalking the Wild Asparagus* (2 wds.) — 53 93 70 4 22 110 124 191 32 139 151 45

G. 1982 American League MVP (2 wds.) — 69 103 40 118 136 47 154 129 167 179

H. Mr. Bumble's apprentice, in Dickens (2 wds.) — 1 10 20 169 33 73 89 153 188 56 97

I. Airline whose symbol is — 109 165 192 57 90 175 100 130 146

J. Home of the University of North Carolina — 162 177 3 15 26 38 62 79 96

K. Intellectuals, kiddingly — 105 120 195 36 58 72 142 17

L. Gathered into a group — 147 30 41 85 160 170 185

M. Covent Garden conveyance — 9 94 121 54

N. Military attack — 174 2 19 87 114 132 193 28 144

O. Cartoonist who lampooned "Boss" Tweed — 155 178 21 82

P. Garbo movie of an O'Neill play (2 wds.) — 126 161 173 12 35 107 148 27 80 92 44 138

Q. Irked — 194 16 101 116 5 149 25

R. Stanley Kramer film about the Scopes trial (3 wds.) — 61 76 117 157 171 29 106 125 181 163 187 83 42 152

S. Winner of tennis's 1988 Grand Slam (2 wds.) — 84 180 168 48 111 63 95 127 150 140

T. Recorded, as lumberjacking operations? — 190 18 31 43 182 74

U. French sculptor of *The Gates of Hell* (2 wds.) — 133 166 65 14 88 183 131 113 55 123 75 119

V. Seaport on west Kyushu, Japan — 67 81 99 34 134 49 172 78

W. Directed toward the ground, as the eyes — 156 112 176 122 37 66 137 6

GUMSHOE FOOTWORK

By J. Mark Thompson

★★★

The Chief of Police walked into the Littleton Crime Laboratory one day with five numbered shoeboxes in a large, brown paper bag. The five technicians were sitting at the lab tables, killing time with scholarly journals and sports magazines.

"What's up, Chief?" asked Arkin hopefully. "Maybe a jewel theft or a murder to investigate, or a counterfeiting ring?"

"Sorry, people," answered the Chief, unpacking his shoeboxes, "it's a slow summer."

"Nuts," complained Cayley. "After the people of Littleton have shelled out enough to equip a nice lab like this, you would think out of common decency they'd commit enough crimes to keep us busy."

"You mirror my own thoughts," said the Chief, "but the people of Littleton will have to learn better civic spirit in their own time. Meanwhile, you can keep your skills sharp by analyzing the contents of these five boxes."

"Your old sneakers?" asked Babcock, who had peeked into box #1.

"A contest. On Saturday I did some walking in the quarry, the park, by the riverbank, on the shoulder of the highway, and out on Thuringer's farm, and I changed my shoes frequently. At each location, I wore four of the five pairs—so that each pair now has four soil-types on it and each pair is missing a different soil-type."

"It would seem to be very hard to pick out the missing elements with four different soil-types present," commented Doyle.

"That's the contest. Working independently, each of you is to determine where you think each pair of shoes has *not* been."

From the clues below, can you deduce where each pair of shoes had not been worn, and which technicians were correct?

1. One man identified all the boxes correctly, two tied for second place, and the other two tied for third. No one hedged by guessing the same place for two different boxes. Coincidentally, each of the boxes was correctly identified by exactly three of the five technicians.
2. Ellis and Arkin disagreed on whether the #1 sneakers were worn at the park, but Babcock and Doyle agreed on where they were worn.
3. Babcock and Cayley both believed the #2 sneakers lacked soil from the highway shoulder, but Arkin and Doyle thought they lacked soil from the quarry.
4. Babcock thought the #3 sneakers lacked quarry soil; Cayley thought they lacked riverbank soil; Doyle thought they lacked soil from the park.
5. Ellis and Cayley agreed that the #4 sneakers lacked soil from the park.
6. Ellis thought the #5 sneakers had farm soil on them. However, Doyle thought he detected river-bank soil on #5, and Babcock believed #5 had soil from the highway shoulder. One of these three judgments was mistaken.
7. Sneakers #2 and #5 were correctly analyzed by the same men.

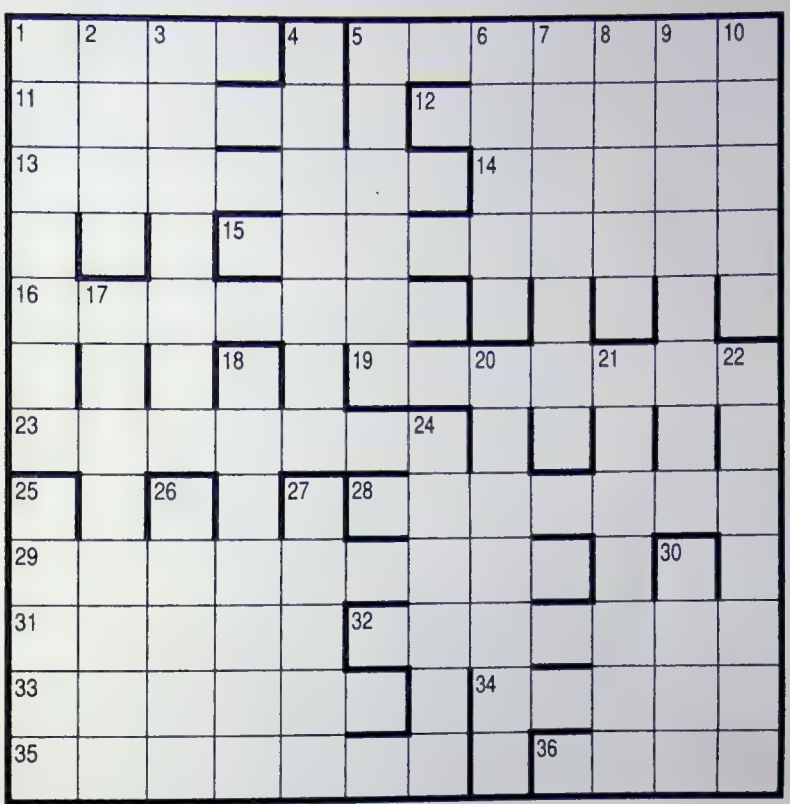
SNEAKER BOX	SOIL LACKING	RIGHT GUESSERS
#1		
#2		
#3		
#4		
#5		

DOUBLE-TAKE

By Emily Cox and Henry Rathvon

★★★

Many clue answers are too long to fit into the diagram, and must be amended appropriately. Answers include nine proper nouns.



ACROSS

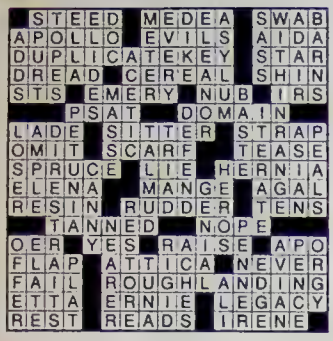
1 Accountant gives signal about crazy kook (10)
5 Blunders causing failure in all parts, unfortunately (9)
11 River lass is to take drink with private investigator (11)
12 Trims back Eastern shawl (6)
13 Messenger crashed rod nearby (6,3)
14 Moan, "I'm a lousy cleaner" (7)
15 Six-grain sandwiches: grand and noble (9)
16 On both sides of sea, dirt shifts (7)
19 Bear is roving around one frozen land (7)
23 Most of Gene Siskel's book (7)
28 Red is dancing—Mom cuts in (9)
29 Islands, alas, unite poorly (9)
31 Broadcast commercial in Brazilian resort (5)
32 Writer gets part of his pen serviced (7)
33 Gatekeeper fencing with metal (6)
34 Each decade is worn away (5)
35 Gave commands and rode red horses around (7)
36 Desert hue (6)

DOWN

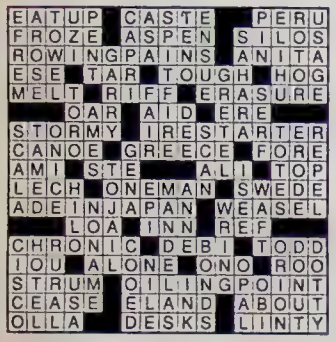
1 Come back to jeer at pie, you say? (9)
2 Norm pens sick column (6)
3 Napoleon's vanquisher beheaded musician (9)
4 Hurries, pocketing bad check from bumpkins (11)
5 Goes ahead scattering seed crop (8)
6 Shows A & P fruit (7)
7 Monster, spotted, traveled in San Francisco (9)
8 Buffs taking in premiere of gory vampire features (5)
9 Actress Zadora is carried by ram with hives (8)
10 Make a home outside a Northwestern city (7)
17 Lousy rats peddle a way to get high? (10)
18 Pay back note completely (7)
20 Dark-haired women sent brute flying (9)
21 Put back in control booth (9)
22 Part of day bad for one ant (9)
24 Cleaned copy covered with grassy dirt (6)
25 Mr. Marx caught by sharp object (5)
26 Tree wore odd nuts (7)
27 Small hat of cork (7)
30 Dog sullied street (6)

ANSWERS PLUS

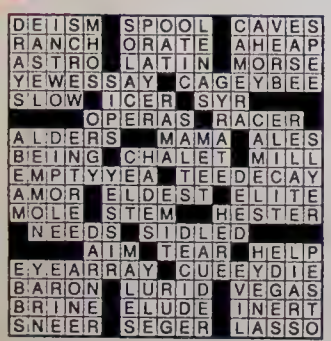
A2 IMAGINARY ATLAS



A3 OFF WITH THEIR HEADS!



A4 LONG OF THE SHORT



A4 U.S. AND THEM HINT

The first word reading across is SCRATCH.

A5 SPORTS KITCHEN HINT

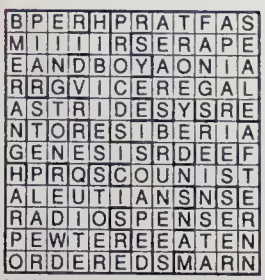
1-Across starts in the eighth square of the top row.

A1 DOUBLE CROSS

A. CHARYBDIS
B. OMELET
C. NGAIO MARSH
D. OWENS
E. VIXEN
F. EUELL GIBBONS
G. ROBIN YOUNT
H. OLIVER TWIST
I. NORTHWEST
J. CHARLOTTE
K. EGGHEADS
L. UNIFIED
M. PRAM
N. OFFENSIVE
O. NAST
P. ANNA CHRISTIE
Q. NETTLED
R. INHERIT THE WIND
S. STEFFI GRAF
T. LOGGED
U. AUGUSTE RODIN
V. NAGASAKI
W. DOWNCAST

Of all the pleasures of island living, beachcombing is by far the most exciting and rewarding . . . . It satisfies that urge...to get something for nothing. And it arouses a sense of adventure and wonder, since you never know what the tide will bring.—(David) Conover, *Once Upon an Island*

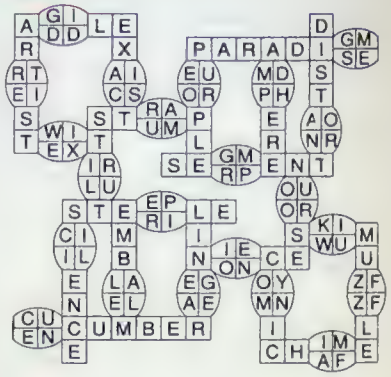
A2 DOUBLE-TAKE



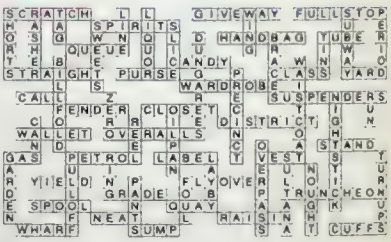
All doubled letters had to be omitted from the clue answers before they could be entered into the grid.

ACROSS: 1. Bookkeeper (beeper + kook) 5. Pratfalls (F + all parts) 11. Mississippi (miss + is + sip + PI) 12. Serape (pares + E) 13. Errand boy (rod nearby) 14. Ammonia (moan I'm a) 15. Viceregal (VI + cereal + G) 16. Astride (sea dirt) 19. Siberia (bear is + I) 23. Genesis (GENE SISkel) 28. Communist (Mom cuts in) 29. Aleutians (alas unite) 31. Radio (ad + Rio) 32. Spenser (hiS PEN SERviced) 33. Pewter (Peter + w) 34. Eaten (ea. + ten) 35. Ordered (rode red) 36. Maroon (two meanings).
DOWN: 1. Boomerang (boo meringue) 2. Pillar (par + ill) 3. Ellington (Wellington – W) 4. Hillbillies (hies + ill + bill) 5. Proceeds (seed crop) 6. Appears (A + P + pears) 7. Trolleyed (troll + eyed) 8. Fangs (fans + g) 9. Apiaries (Pia + Aries) 10. Seattle (settle + a) 17. Stepladder (rats peddle) 18. Requite (re + quite) 20. Brunettes (sent brute) 21. Reinstall (rein + stall) 22. Afternoon (for one ant) 24. Soaped (ape + sod) 25. Harpo (sHARP Object) 26. Redwood (wore odd) 27. Stopper (s + topper) 30. Setter (street).

A1 SPLIT DECISIONS

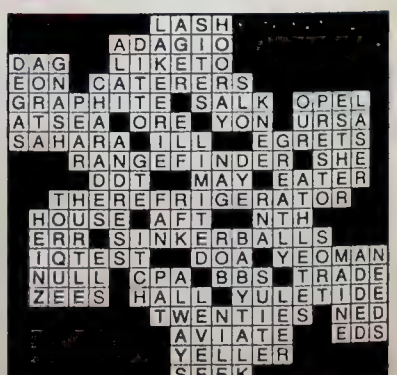


A4 U.S. AND THEM



1. Petrol 2. Stand 3. Label 4. Ring 5. Tins 6. Queue 7. Waistcoat 8. Garden 9. Nought 10. Sweets 11. Turn-ups 12. Class 13. Handbag 14. Rasher 15. Reel 16. Quay 17. Give way 18. Wardrobe 19 Wing 20. Spirits 21. Sump 22. Full stop 23. Sultana 24 Pants 25. Tube 26. Lay-by 27. Foul 28. Wallet 29. Dungarees 30. Fly-over 31. District 32. Neat 33. Truncheon 34. Braces

A5 SPORTS KITCHEN



GUMSHOE FOOTWORK

Both Ellis and Cayley thought #4 lacked park soil (clue 5), and either Ellis or Arkin thought #1 lacked park soil (clue 2), so it's Arkin who thought #1 lacked park soil. And Doyle thinks #3 lacked park soil (clue 4). Now, at most one pair of sneakers can lack park soil; so regarding the choice of the pair without park soil, there are three possibilities: Either Ellis, Cayley, and Arkin were all wrong; or Ellis, Cayley, and Doyle were all wrong; or Arkin and Doyle were both wrong. But only two men were wrong about any of the sneakers (clue 1); so it could only be Arkin and Doyle who were wrong about the sneakers without park soil. Thus Ellis and Cayley were right, and #4 lacked park soil.

Since it was Arkin and Doyle who were wrong about #4, Babcock agreed with Ellis and Cayley about #4. Also, since Arkin was wrong about what #1 lacked, Babcock and Doyle (who agreed about what #1 lacked (clue 2)) cannot both also have been wrong about #1, since only two men were wrong about any box. So Babcock and Doyle judged #1 correctly.

Since, again, only two men were wrong about any box, either Babcock and Cayley, or Arkin and Doyle were right about #2 (clue 3), and the other pair were wrong. Either way, the same two were wrong about #5 (clue 7). So by clue 3, #2 either lacks the shoulder soil or the quarry soil.

Of Babcock, Cayley, and Doyle, at least two are wrong about box #3 (clue 4); and so, since only two men are wrong about any box, exactly two of them are wrong about box #3. Now, Doyle is wrong about this box, so either Babcock or Cayley is right: It lacks either quarry soil or riverbank soil. Let us assume Babcock is right and #3 lacks quarry soil. We know #2 must lack either quarry soil or soil from the shoulder; so #2 would have to lack shoulder soil. Then Arkin and Doyle are mistaken about #2 (clue 3), so the others, including Babcock and Ellis, are correct about #2. Hence they are also correct about #5 (clue 7).

But then Babcock and Ellis are both correct about boxes #4, #3, and #2 and #5; and since it is impossible to miss only one question in a matching problem, they must each have got all five correct; but only one man judged all five boxes correctly (clue 1); and so the hypothesis above is false: Babcock is wrong about box #3, as was Doyle; and so Cayley and the others were right: It lacks riverbank soil (clue 4).

We know #5 had riverbank soil, since it was #3 that lacked that type; and so Doyle was right in what he said in clue 6, leaving either Ellis or Babcock to be wrong. But we know that either Babcock and Cayley, or Arkin and Doyle are the only two who were wrong about #5; so Ellis must have been right in thinking #5 had farm soil, and Babcock wrong in thinking it had shoulder soil. So #5 lacked shoulder soil; Babcock and Cayley were mistaken about it, and the others identified it correctly.

Babcock and Cayley must also have been mistaken about #2, and Ellis, Arkin, and Doyle right about it.

Ellis has been shown right about boxes #2, #3, #4, and #5, and so he must also have been right about #1.

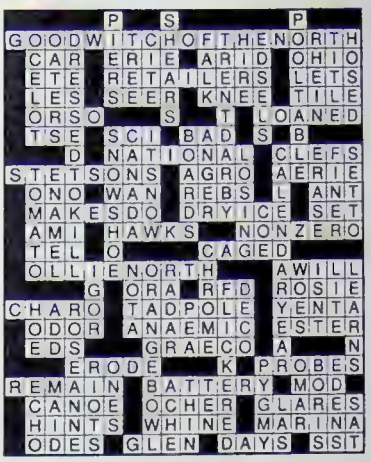
Since Arkin and Doyle were right about #2, #2 lacked quarry soil (clue 3). By elimination, #1 must lack farm soil. We have already shown Babcock, Doyle, and Ellis to be right about #1, so Arkin and Cayley were wrong.

In summary: #1 lacked farm soil; Ellis, Doyle, and Babcock identified this correctly. #2 lacked quarry soil; Ellis, Arkin, and Doyle identified this correctly. #3 lacked riverbank soil; Ellis, Cayley, and Arkin identified this correctly. #4 lacked park soil; Ellis, Cayley, and Babcock identified this correctly. #5 lacked shoulder soil; Ellis, Arkin, and Doyle identified this correctly.

CRYPTO-FUNNIES

Panel 1: You are a horrible salesman!
Panel 2: But you won't let me bring you shoes in your size!
Panel 3: Listen, Mac, they're my feet!
Panel 4: Yes, madam, but I bet they've changed a lot since you last saw them.

PENCIL POINTERS



MISSING PERSONS

1. Mel Ott
2. Elias Howe
3. U Thant
4. Chris Evert
5. Ed Ames
6. Frank Sinatra
7. Mel Torme
8. Artie Shaw
9. Vera Miles
10. Edsel Ford
11. Hal Linden
12. Herb Alpert
13. Susan Dey
14. Rip Torn
15. Ron Cey
16. Ida Lupino
17. Lew Ayres
18. Alex Haley
19. Adele Astaire
20. Clement Attlee

BULL'S-EYE 20 QUESTIONS

1. Why (Y)
2. Unteach (Utah)
3. Treble (true blue)
4. Hubs (Bush)
5. Elucidating (lucid, eating)
6. There (here)
7. Beauty (Beau, Ty; bow-tie)
8. Unhyphenated
9. Massacring
10. Gyp
11. Nymph (N.Y. m.p.h.)
12. Cries (Aries)
13. Aide (1945)
14. Overstuffed (r, s, t, u)
15. Stupefy (stoop if I)
16. Round (rotund)
17. Overhang (hangover)
18. Boosts
19. Addressee
20. Willful

"Absence makes the heart go yonder."—Robert Byrne

CONTEST RESULTS

From January

CARTOON REBUSES

With 4,000 entries, our second Cartoon Rebuses contest is the second most popular contest yet in Pencilwise Plus. (The champion is still last May's first Cartoon Rebuses contest, with over 5,400 entries.) As usual, solvers phonetically combined words, letters, and names of objects in the cartoons to form names fitting the given categories and letter enumerations. Despite the difficulty of some of the puzzles, especially #7 (below), more than 80% of the entries had all 14 rebuses correct.

Most-missed rebus: Peter Nero

The $100 grand-prize winner, chosen at random from the correct entries, is Marcia Snyder, of Lancaster, Pennsylvania. Runner-up prizes of a GAMES T-shirt go to the following: Steven Ballway, Gardner, MA; James Carr, Charlotte, NC; Joseph Correira, FPO, NY; Janet Corson, University Park, PA; Sandra Howe, Virginia Beach, VA; Robin Ormsby, Toledo, OH; Chris Renzi, Radnor, PA; Eli Rykoff, Santa Monica, CA; Arthur Welter, Thief River Falls, MN; and Becky Wemhoff, Ames, IA.

The correct answers were:

1. Thurgood Marshall (thir-good-marshal)
2. *The Far Side* (the-farce-I'd)
3. Billy Graham (Bill-league-Ram)
4. *Betrayed* (beat-raid)
5. Connie Stevens (con-east-evens)
6. Shoshone (show-show-knee)
7. Peter Nero (P-turn-ear-O)
8. Khartoum (car-tomb)
9. Henry Cabot Lodge (hen-reek-abbot-lodge)
10. Champagne (sham-pain)
11. The Bay State (the-baste-ate)
12. *Goodbye, Mr. Chips* (good buy-missed 'er-chips)
13. Aerosmith (Eros-myth)
14. Mike Schmidt (mike-sh-mitt)

—Peter Gordon

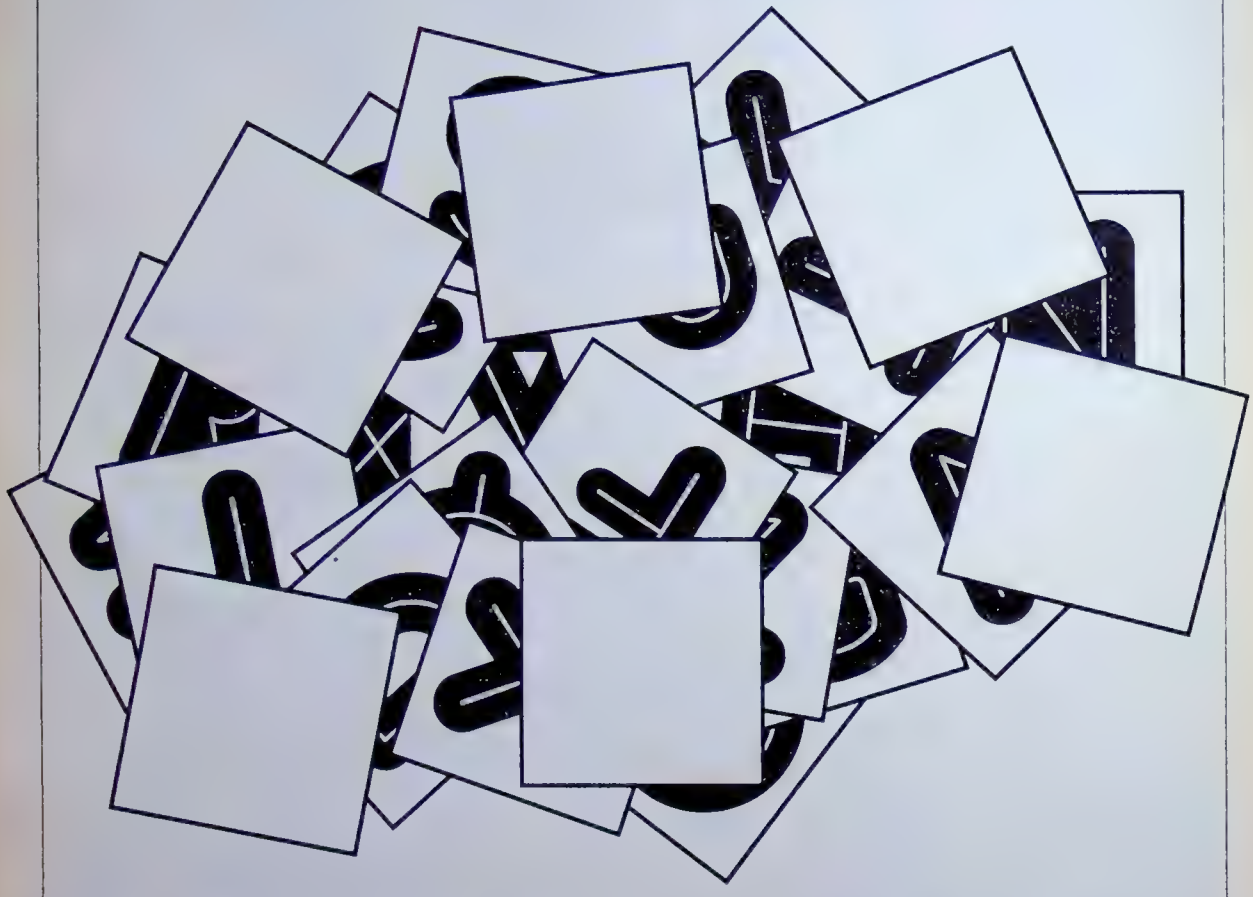
Grand Prize
$100
5 Runner-Up Prizes
A GAMES T-shirt

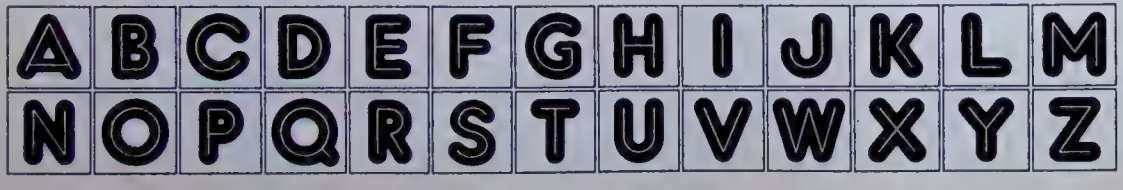
TYPE CAST

By Mike Shenk

★★

We've taken a complete alphabet in the type style we use for our logo and cast it into the heap you see below. Most of the letters, though somewhat obscured, are face up. Six of them, however, have landed face down on top of the pile. And by a curious coincidence, these six letters can be rearranged to form a word. To help you determine which letters are which, we've provided a copy of the complete alphabet at the bottom of the page. To enter the contest, determine the six-letter answer word, write it on a postcard or the back of an envelope, and send it to: Type Cast, GAMES, 810 Seventh Avenue, New York, NY 10019. Entries must be received by June 1, 1989.



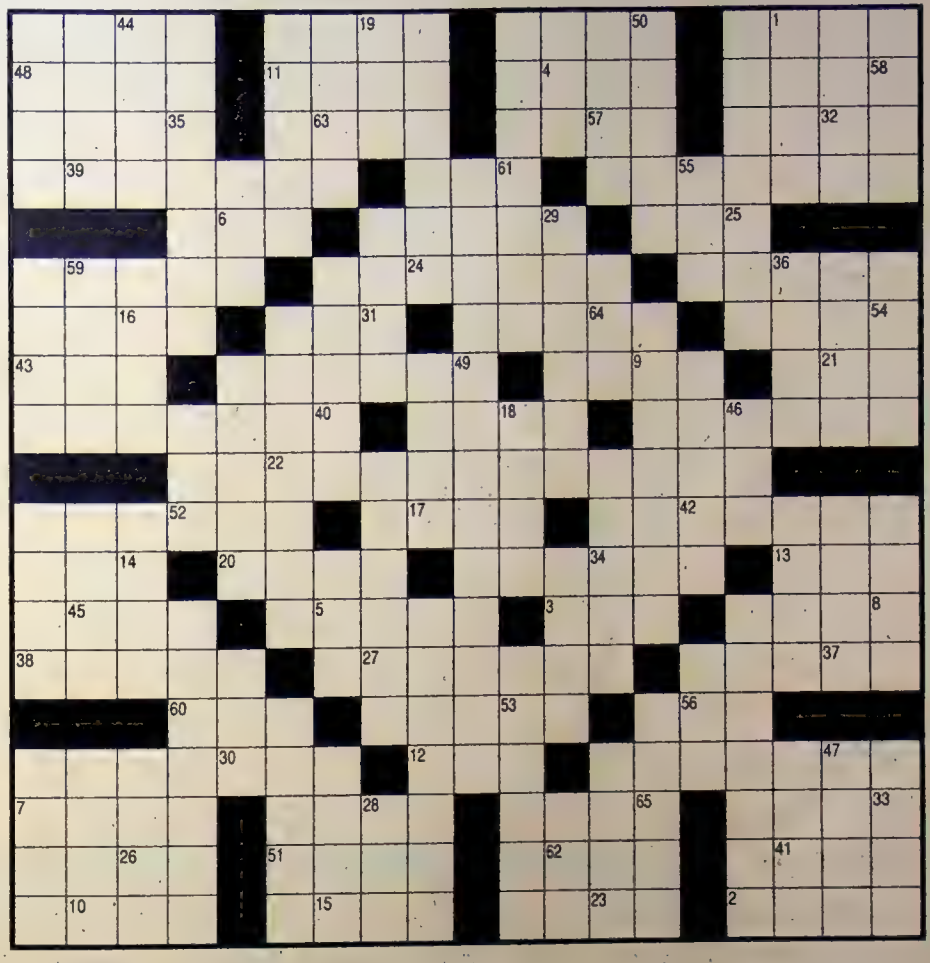


BI-WORDS ★★★

BY HENRY HOOK

Unlike traditional crosswords, the clues to this puzzle are presented in pairs. The answers to each pair cross in the correspondingly numbered square in the grid. Either the Across or Down clue in each pair may come first. When the puzzle is finished, put the letters in the numbered squares in order from 1 to 65 to spell a quotation by Fran Lebowitz.

ANSWER, PAGE 80



CLUES

1 Davenport setting?
S, M, L, or XL
2 Bingo word
Affluent
3 Powers-that-be, politically
Minute
4 Freudian self
Come-hither look
5 "Poison" plant
Have dinner
6 Is for two?
1040 org
7 Baseball manager Lee
Retained
8 1974 Sutherland-Gould movie
Clever
9 Hoofbeat sound
They're made of tesserae
10 Fraternal outfielder
Novelist Alice ___ Miller
11 He's gonna get it
Ahab's obsession
12 Cellar access
From ___ Z
13 Worse than bad
Somebody
14 Lots of sheets
Lament
15 "Don't move!"
Sulky race pace
16 Karate blow
Will-___-wisp
17 Simply adorable Agrippina's son
18 Commercial Bear in the air
19 Helping hand
"Repeat that, please"
20 Plateau
Rainbow maker
21 Say for sure
Webster's final chapter?
22 Manger scenes
Conductor's request
23 Figuring courses?
Stadium shouts
24 Car waxer's prop
Psychological distress
25 Disdained
Sloth, for one
26 Nits' parents
Places
27 Canine's cap
Coffeepot's job
28 Snowball ___ *pro nobis*
29 Money-related
Cute little blue guy
30 Fool
Just out
31 X
Furniture finder?
32 Admits, with "up"
Heartstrings' sound
33 *The NeverEnding Story* author
Valhalla honcho
34 Newsmaking prison, 1971
J.R.'s surname
35 Put ___ act
Crepe's kin
36 Goggle
Paper size
37 Karate hierarchy
River sediment
38 St. Louis sight
Leo Rosten's Mr. K*a*p*l*a*n
39 Some are eyebrow raisers
Fix a fiddle
40 It's all a put-on
Dover's white cliffs, e.g.
41 Edsel, for one
Reputation
42 Salad ingredient
Seer?
43 Film scorer Nino
Member of the *familia*
44 Pizzazz
Dance lesson
45 Study the night before
TV horse, 1955-66
46 Lord Peter Wimsey's creator
Longing
47 Chandler's tec
Finish line
48 Shake in the grass?
Boutique
49 Gambling format
Strut about
50 Sphagnum product
Says "1-2-3"?
51 Circle dance
Long pants?
52 From square one
Did lunch
53 Suspicious
Wrinkle remover
54 Jones or Crockett
Caustic fluids
55 Rockefeller's biz
Warehouse use
56 Clothes sticker?
___-de-sac
57 Yodelers' mecca
Surpasses
58 Spring wind?
Differently
59 "Take ___ from me"
Boutique fixtures
60 Boardwalk's British counterpart
"Indubitably"
61 Small Aussie marsupial
First *numero*
62 Stat for Seaver
Art deco great
63 Shave-haircut link
Coop group
64 *La Cage aux Folles* prop?
Pine-___ cleaner
65 Actress Phoebe
Pinlike?

POLISH YOUR WITS ★☆

BY MAREK PENSZKO

A good brainteaser, says Polish puzzle whiz Marek Penszko, has "some original, new, interesting, and simple idea." Here with three examples, freshly created, with which to tickle your gray matter.

ANSWERS, PAGE 54

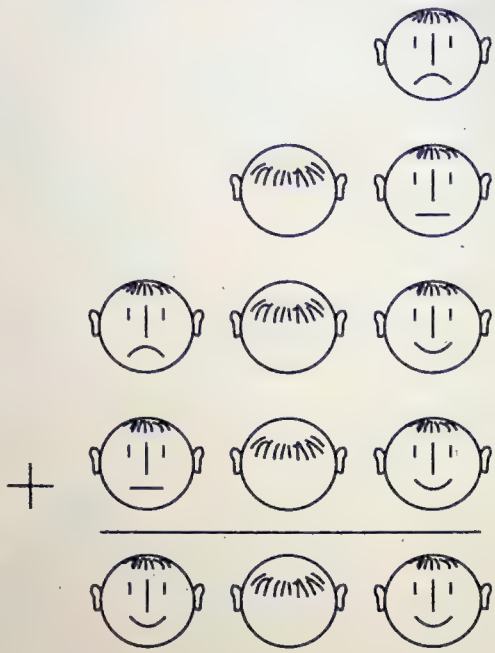
1. A SWITCH IN TIME SAVES NINE

The nine numbered cards below form an "almost magic" square. It would be completely magic if the sum of the numbers in every row, column, and diagonal were the same. (Right now the diagonal from the upper left to the lower right is the only line that doesn't match.) Can you change the places of exactly three cards to form a completely magic square?

5	0	8
7	4	2
1	9	3

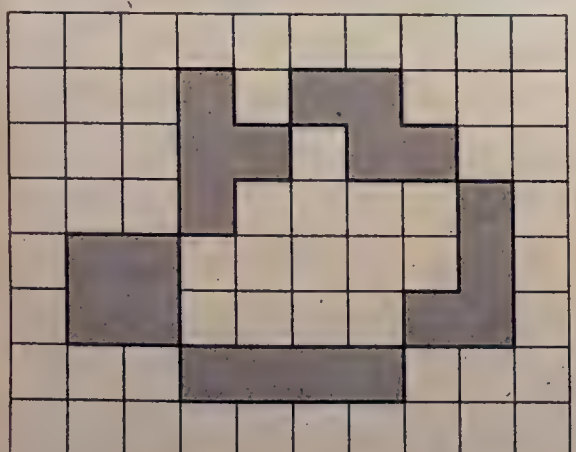
2. DON'T WORRY, BE HAPPY

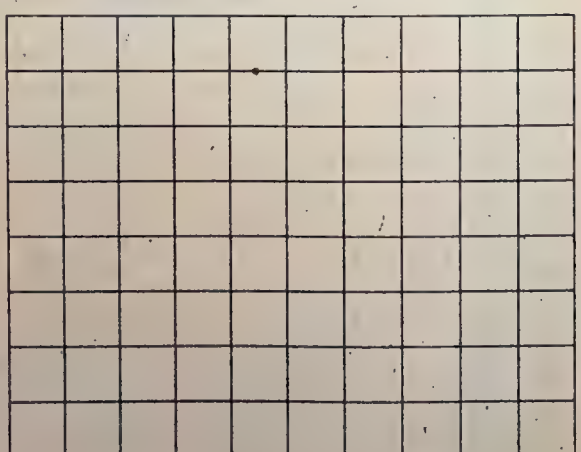
This addition includes only three different numbers, which are pictured as three kinds of faces. But four of these faces are shy and have turned away. Can you decipher the sum?



3. SQUARING UP

Change the position of two tetromino blocks so that the inner territory is still enclosed and now contains 15 squares.



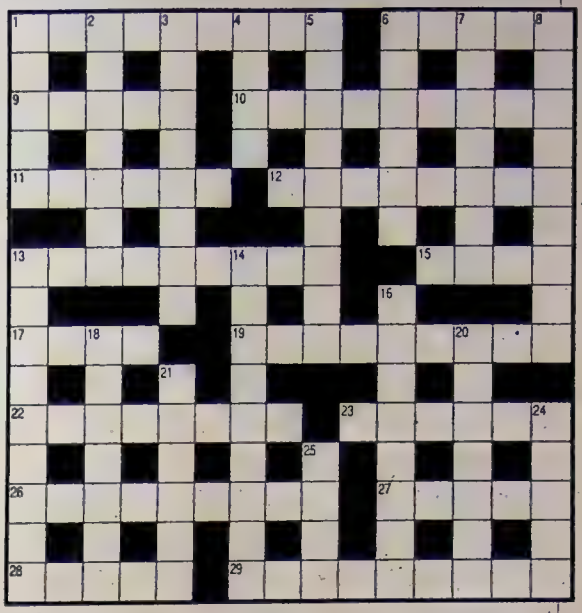


CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 56

PUZZLE 1 BY SCOTT MARLEY



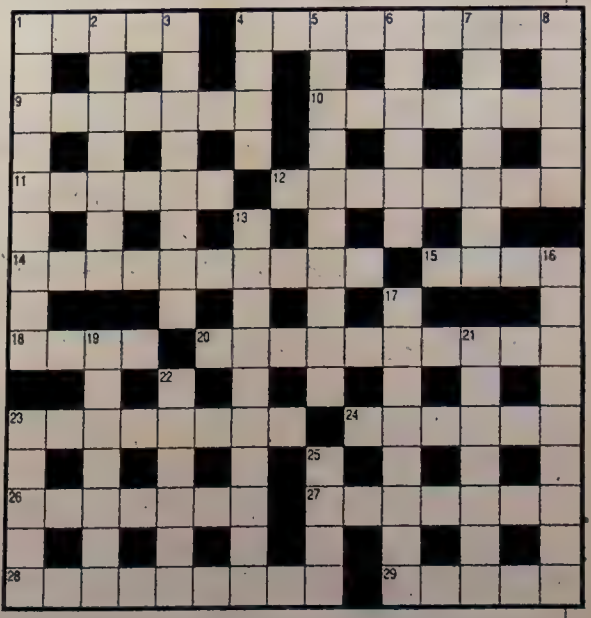
ACROSS

1 Dorm dwellers set rounds or round (9)
6 L.A. Ram disturbed by outcry (5)
9 Favor with B minus (5)
10 Compulsion concealed by cry of disapproval is middle-class (9)
11 Attempt to hold bishop of a clan (6)
12 Al Capone shows muffler to pilot (8)
13 Gus returning with secret source of sweetener (9)
15 It's a sport to whip back (4)
17 Hurt a Cuban revolutionary (4)
19 Moved line, changing old paperback (4,5)
22 Be far too nomadic without mules? (8)
23 Edge of circle in iron (6)
26 Last-minute political gathering to the side (9)
27 Twelve empty—not a soul (2,3)
28 Criminal is bashful taking notice (5)
29 Because count is without guile (9)

DOWN

1 Act like a thief to upset machine worker? (5)
2 Breach in flamingo pen in garden (7)
3 St. Valentine's Day event: church service on land (8)
4 Brass instrument to touch up (4)
5 Dairy product in coarse rum mixture (4,5)
6 Infuriates leaderless park wardens (6)
7 Fuss about half of vocalist's fruit (7)
8 Like an expert, hurt badly about worries coming up (9)
13 Let beasts loose—they're in the car (4,5)
14 Legendary lion tamer smashed colanders (9)
16 Appearance on stage shows charm (8)
18 Beverage makes you breathe uneasily (4,3)
20 Wine found in Revised Version (3,4)
21 Quarrel is rough in Pig Latin, I hear (6)
24 Lamentation written in model Egyptian (5)
25 Sounds like that man's song (4)

PUZZLE 2 BY FRASER SIMPSON



ACROSS

1 Gets rid of Chinese boats (5)
4 Increases delayed in unusual cases (9)
9 Unknown stranger in gray taking in-depth pictures? (1-6)
10 Token bit of venom in a lecture (7)
11 Exact punishment for Geneva's rioting (6)
12 Makes wagers to take in remarkably fine profits (8)
14 Exotic lout and his converts (10)
15 When every second counts, perform dance (4)
18 Orient animal that starts late (4)
20 Change sun to moon around globe without variation (10)
23 Following an idea, a jerk is tailing those people (8)
24 Sounds like an equal surface (6)
26 Heartless aunt's husband has broken free (7)
27 Plant right half of huge thorn (7)
28 Ranches I dance round, surrounded by bears (9)
29 Group used a car (5)

DOWN

1 Put together *Expo*, just a novel (9)
2 It's most tidy to dine in home (7)
3 Fish straying about . . . (8)
4 . . . therefore monster turned up (4)
5 Against account change (10)
6 Awkwardly move wood (6)
7 Port with more zest (7)
8 Auctions boats in the sound (5)
13 "Counterfeit diamond rings," she warned (10)
16 Low strips rising in distance (9)
17 Almost come upon 20 shillings increase (8)
19 Woman lifted ring up for a fancy finish (7)
21 Perennial bother over inside of sandwich cookie (7)
22 Area around a fancy home (6)
23 How Daffy Duck Pronounced Cease-Fire: The Inside Story (5)
25 Reportedly makes vases (4)

For tips on solving cryptic crosswords, send a stamped return envelope to: "Cryptic Solving Guide," GAMES, 810 Seventh Avenue, New York, NY 10019.

DOUBLE CROSS ★★

BY KAREN ANDERSON

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the source of the quotation.

ANSWER, PAGE 58

1G	2B	3F	■	4Q	5N	6C	7A	■	8D	9H	10O	11C	■	12L	13E	14A	■	15B	16I	■
17L	18A	19G	■	20J	21C	22K	23E	24P	25I	■	26B	27H	28L	■	29G	30D	■	31A	32O	33D
■	34P	35D	36O	37C	■	38N	39G	40E	■	41G	42B	43L	44J	■	45F	46O	■	47N	48C	49I
■	50Q	51H	52B	53K	54E	55M	■	56H	57E	58L	59A	60J	61Q	62O	■	63I	64Q	■	65B	66J
67H	■	68D	69B	70N	■	71F	72N	■	73O	74A	75G	■	76F	77O	78J	79K	80Q	■	81D	—
82H	83Q	84E	85A	86L	87G	■	88P	89M	90B	91E	■	92H	■	93O	94J	95I	96N	97E	98B	99L
■	100A	101P	■	102F	■	103L	104P	105Q	106D	■	107C	108O	■	109M	110H	111J	112P	113B	■	114O
115C	116I	117N	118Q	■	119P	120Q	121J	122I	123F	■	124L	125C	126N	127I	128D	129P	■	130B	131Q	132N
133D	■	134P	135L	136H	137B	138C	139A	■	140D	141I	142G	143J	144Q	145P	146B	■	147K	148C	149H	150J
■	151E	152D	■	153N	154B	155H	156J	157O	158F	■	159F	160C	161I	162O	163N	164F	165M	166H	■	■

A. Choked — 7 18 85 100 31 59 14 74 139

B. Popular hotel chain with a turquoise and orange motif (2 wds.) — 42 2 65 26 98 52 130 137 154 / 69 113 15 90 146

C. Gigantic — 21 11 37 115 48 160 138 107 148 / 6 125

D. Tourist site seen in *Superman II* and *A View to a Kill* (2 wds.) — 33 35 30 8 133 106 81 68 140 / 152 128

E. Ice cream order for a greedy pickpocket? (2 wds.) — 40 57 97 151 13 54 91 84 23

F. Idiot — 45 76 158 71 159 102 164 3 123

G. Author of *The Charge of the Light Brigade* — 41 19 75 142 1 87 29 39

H. Every so often — 9 56 136 110 82 51 155 67 92 / 27 149 166

I. What water usually provides — 116 25 16 122 49 95 63 141 127 161

J. Pieman's customer of rhyme (2 wds.) — 44 94 78 20 150 60 156 66 111 / 121 143

K. Was in debt — 22 147 79 53

L. Run-down (hyph.) — 103 28 99 12 124 43 17 86 135 58

M. Secluded valley — 109 165 89 55

N. Artificiality of manner — 5 72 126 70 153 47 38 96 117 / 163 132

O. '60s dance popularized by Dee Dee Sharp (2 wds.) — 36 114 46 32 157 162 93 10 73 / 77 62 108

P. Easier than easy — 112 101 119 104 145 34 24 129 88 134

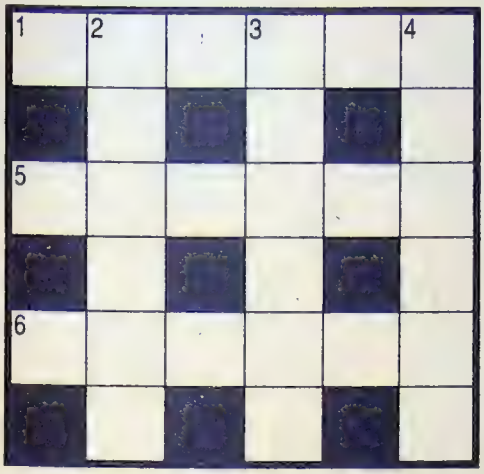
Q. Little red building of old — 61 4 50 105 64 118 83 120 131 / 80 144

VOWEL PLAY ★★

BY ADAM SUMERA

In this miniature crossword, all the consonants in the answer words are provided (in alphabetical order). The missing vowels—and the words themselves—are for you to guess. The letter Y isn't used.

ANSWER, PAGE 58



ACROSS

1. BM
5. CPS
6. BR

DOWN

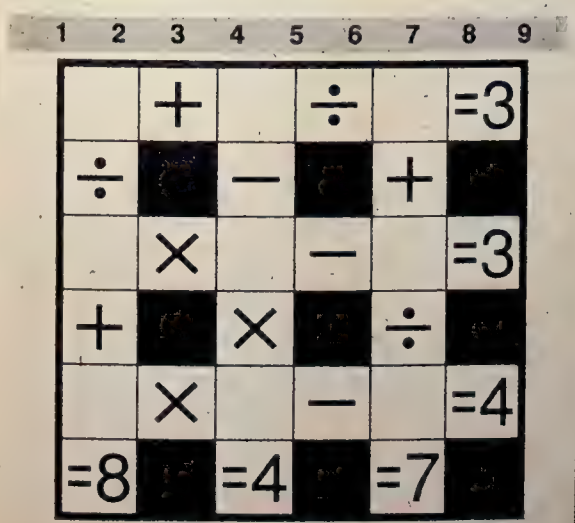
2. MQS
3. LMN
4. NV

CROSS MATH ★★

BY WESLIE C. PIN

Place each of the digits 1 through 9 in one of the empty squares of this box so that the three rows across and the three columns down form correct arithmetic sequences. All calculations (which involve only positive whole numbers) should be performed in order from left to right and top to bottom.

ANSWER, PAGE 54



FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY MIKE SHENK

Kit and Caboodle

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★★

ACROSS

1 1979 U.S. Open winner
10 Playground surface
17 *Mississippi Burning* villains
24 Simple china
25 Asthmatic's aid
26 Closeness, of sorts
27 Inclinations
28 "What a concept!": Robin Williams
29 Sea robin
30 Shrouds
31 Common campaign promise
34 Atom with too many electrons
35 Perpetually
36 Typist's finale, often
37 When Macbeth first appears
40 '50s "menace"
41 Israeli mount
42 *Them* beast
43 Wanton wench
44 Gets swept away
49 Cantina tip
51 Part of HRH
52 Automaton of myth
53 Thick
54 Newspaper appeals, at times
59 Where Zeus confined the Titans
61 March events?
63 Amu Darya's outlet
64 Planet
65 Artifact
67 *Serpico* director
68 Turkey's monetary unit
70 Dawn site
71 Contents of veins
73 Dean Martin topic
75 6-yr. server
76 ___ de combat
77 Salt Lake City player
78 Gave out surreptitiously
80 Buck Williams's team
82 Pre-election tallies
87 Gives it one's all
89 Start of the Three Bears' questions
91 Belgrade native
92 When *el Papá Noel* visits
95 Legislature of Roma
99 It may be passive
101 Tranquillity
102 Tide competitor
105 Barbra's *Funny Girl* costar
106 Word after tight or loose
108 Do-re-mi
110 Line crosser
111 Percolate
113 Chang, to Eng
114 Player in 14 World Series
115 Like this number
118 Dateline follower
119 Act the honcho
121 Arp's art
123 Allow to pass
125 James Taylor's seen them
128 They're forged
130 All gone
131 Illumination unit
132 Goes out
133 He returned in Luke 15
135 Fiddle comparison
138 Pikelike fish
139 Bikini and others
140 Middle X?
143 Blue point, e.g.
146 Marshall McLuhan concern
150 Half of the SAT
151 Below par
152 Hamlet's comment on dreaming
154 Earl Hines
155 Vegas employees
158 Ace, e.g.
159 Hittite, for example
161 Blow up
162 Simenon *oeuvre*
163 Garbo's goal
164 Reel
165 Fumes
166 1987 U.S. Open winner

DOWN

1 *Card Sharks* choice
2 Be successful
3 Ready to fight
4 German swimmer Kornelia
5 Amydos temple deity
6 66, e.g.
7 Phenomena
8 Show stopper?
9 Ignorant

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek
Until You Read
Page 35!

EASY CLUES ★

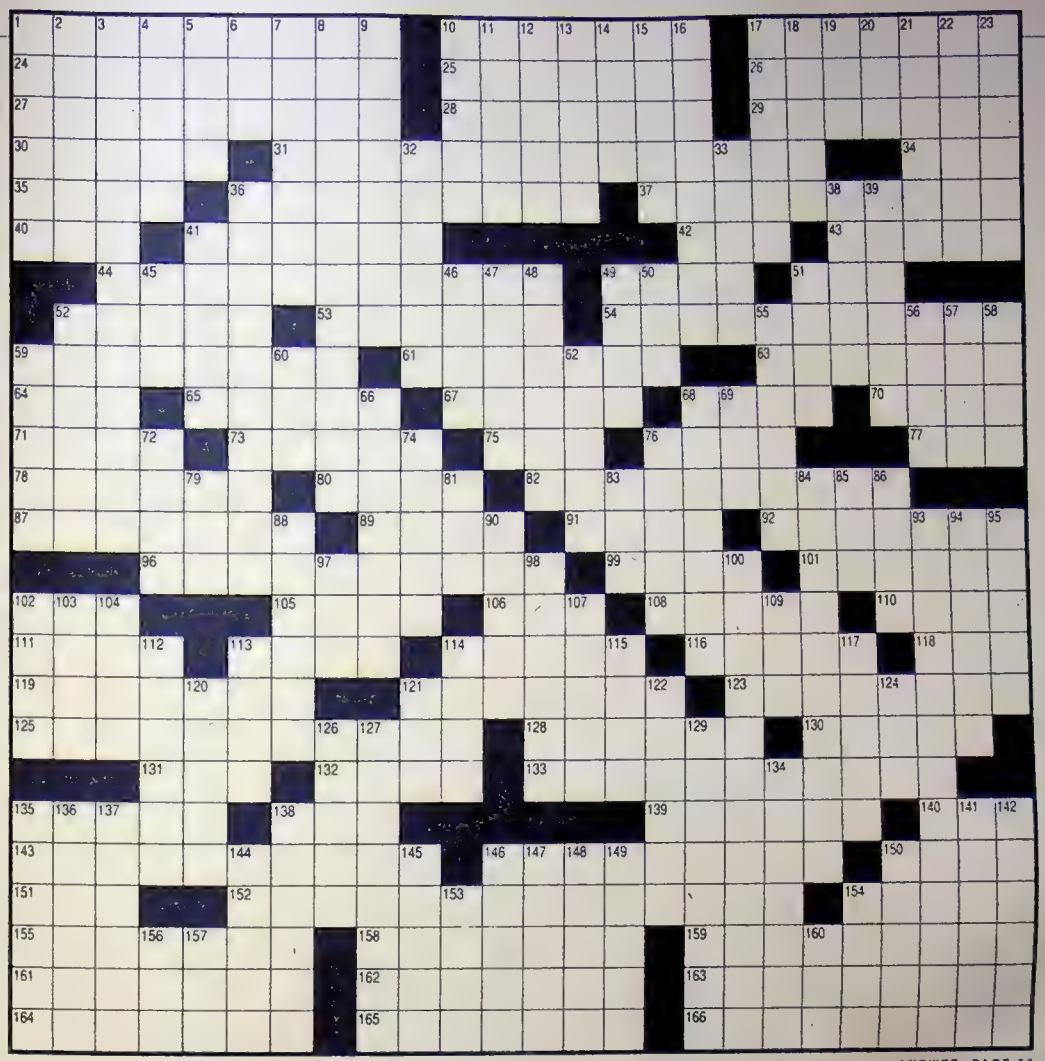
ACROSS

1 Two-time winner of golf's U.S. Open: 2 wds.
10 Paving material
17 Some bigots
24 Plain white china
25 Asthma medicine container
26 Ability to feel another's emotions
27 Road slopes
28 Truth
29 Spiny-finned fish (DRAG RUN anag.)
30 Animal pelts
31 IRS breaks: 2 wds.
34 Charged atom
35 At any time
36 It's above the space bar: 2 wds.
37 Mid-Act 1 part: 2 wds.
40 Crimson
41 California city of which Eastwood was mayor
42 Picnic nuisance
43 Brazen lady
44 Becomes smitten: 3 wds.
49 Mexican money
51 That lady
52 Robot-like servant of clay (LOG ME anag.)
53 Moronic
54 Public pleas in the form of missives: 2 wds.
59 Mythological underworld (A RAT'S RUT anag.)
61 Thanksgiving Day processions
63 Large Russian body of water: 2 wds.
64 Sphere
65 Archeological find
67 Director Sidney of *Network*
68 Italian monetary unit
70 The Orient
71 Metallic rocks
73 Love: It.
75 U.S. legislator: Abbr.
76 ___ d'oeuvres
77 Western U.S. Indian
78 Had a drip
80 Butterfly catchers
82 Informal polls: 2 wds.
87 Tries real hard
89 "___ on first?"
91 Slav (in LASER BEAM)
92 Christmas, in Spain
96 Italian legislature (ROMAN PLATE anag.)
99 Action word
101 Lie at rest
102 Everything
105 Poet Khayyám
106 Finish
108 "Dinero"
110 Strikebreaker
111 Ooze
113 Castor, to Pollux
114 Baseball's Yogi
116 Incorrect
118 AP rival
119 Supervise
121 Duchamp's art movement
123 Insert
125 1970 James Taylor hit: 3 wds.
128 Iron and tin
130 Devoured
131 Ivory Snow rival
132 Recedes, as the tide
133 Repentant sinner who returned, in the Bible: 2 wds.
135 ___ as a fiddle: 2 wds.
138 Needlefish (in MARGARINE)
139 Ring-shaped islands
140 Tic-___-toe
143 Fancy short-haired feline: 2 wds.
146 TV, radio, newspapers, etc.: 2 wds.
150 Algebra, calculus, etc.
151 Feeling sick
152 Line after "Perchance to dream" in *Hamlet*: 4 wds.
154 Jazz great Earl "___" Hines
155 Auto salesmen
158 Plane pilot
159 Resident of Asian Turkey (A LA NATION anag.)
161 Make bigger
162 Whodunit, in France
163 "I vant ___" (Garbo misquote): 3 wds.
164 Walk as if drunk
165 Gets furiously mad: 2 wds.
166 Three-time winner of tennis's U.S. Open: 2 wds.

DOWN

1 More elevated
2 Reach, as a destination
3 Eager for a fight, slangily: 3 wds.
4 Olympics swimmer Kornelia (in TENDERNESS)
5 Egyptian moon goddess
6 Highway: Abbr.
7 "Will ___ never cease!"
8 Break in the middle of a play
9 Lacking knowledge (NICE TENS anag.)
10 Showed on TV
11 Kind of preview or thief
12 Gradually withdraw from use, with "out"
13 *Roots* author Alex
14 "Put ___ on it!" ("Shut up!"): 2 wds.
15 Latvian natives (L TEST anag.)
16 Act as judge for a trial: 3 wds.
17 Monarch's stand-in
18 Entertain
19 Paramedic's emergency skill: Abbr
20 007 creator Fleming
21 Steps
22 Spasms of pain
23 Capital of Australia's New South Wales
32 Put away a sleeping bag: 2 wds.
33 Rarest inert gas
36 Hand-analyzing fortuneteller
38 Letter before iota
39 Move at breakneck speed
41 Cloudless
45 Elevation: Abbr.
46 Fiery gemstone
47 Cause of some diseases
48 Singer who acted in *Daniel Boone*: 2 wds.
49 Emily Dickinson, e.g.
50 Records between 45s and LPs in length: Abbr
51 Zeus's wife
52 Attic
55 *Far Side* cartoonist Gary
56 Jacob's brother
57 Take it easy
58 Satisfy fully
59 Hammer and wrench
60 City on the Danube (in FOULMOUTHED)
62 Fender scars
66 Navy ship worker
68 Unsophisticated, as humor
69 TV sportscaster Cross
72 Pass over
74 Old anesthetic
76 Sheik's women
79 Zsa Zsa's sister
81 Alternative to a daughter
83 Clergyman's title: Abbr.
84 Whirling Italian dance
85 Adam's mate
86 Takes small drinks
88 Lost speed
90 Spirited horse
93 Written guides accompanying computer programs
94 Neat ___: 3 wds.
95 Charge against a bank account
97 French friend
98 Highway entrance
100 Mussorgsky ___ opera: 2 wds.
102 Up to (a certain time): 2 wds.
103 Jeans maker Strauss
104 Villainous expression
107 Washer's partner
109 Horror star Chaney
112 First round of a contest, for short
113 Confectioners' sugar type
114 Makes illegal
115 Concerning: 2 wds.
117 Hula skirt material
120 Fry with a little fat
121 Fish by dipping the line
122 *Monsieur*'s wife
124 Ear: Prefix (TOO anag.)
126 Respond to stimuli
127 Lincoln and others
129 The learned people
134 Foe of the 40 Thieves: 2 wds
135 Actor's lines to the audience
136 Unspeaking
137 Refrain syllables
138 Old Faithful, for one
141 Close ___ (nearby): 2 wds.
142 Designer Coco
144 Private's superior, for short
145 *Fiddler on the Roof* lead role
146 Ham, lamb, and Spam
147 Fall-blooming flower
148 Boutique
149 Tear into tatters
150 *Atlantic City* director Louis
153 Stand up
154 Young horse
156 Trail behind
157 Work unit
160 Decimal system base

LARS HOKANSON



ANSWER, PAGE 55

HARD CLUES (CONT'D)

10 Put on
11 Skulker
12 New or full
13 "Rock Around the Clock" singer
14 Put ___ on (curb)
15 Riga natives
16 Hear
17 University VIP
18 Divert
19 Lifeguard's skill
20 Actor McKellen
21 Flight parts
22 Fits
23 Joan Sutherland's home
32 Accumulate
33 Its atomic number is 54
36 Handyman?
38 O with a bar through it
39 Speed
41 Calculator button
45 Supermodel Carol
46 October symbol
47 Data destroyer
48 Mingo's portrayer
49 Man of feet and meters
50 Dance records
51 Harmonia's grandmother
52 Loft
55 *Far Side* creator
56 Rebekah's son
57 Balance
58 Quench
59 Gimlet and screwdriver
60 Einstein's birthplace
62 Body shop challenges
66 *Star Trek* extra
68 Uncultivated
69 Sportscaster Cross
72 Curling captain
74 Upper regions
76 Female following
79 Theater actress Le Gallienne
81 Baby in blue
83 Speed the motor
84 Whirling dance
85 Santa's worktime
86 Tries the champagne
88 Lost momentum
90 Peel's co-worker on *The Avengers*
93 Program manuals
94 How neat some people are
95 Shortcoming
97 Overseas pal
98 Yield sign site
100 Dmitry's murderer
102 Beginning from
103 *The Periodic Table* author
104 Libertine's look
107 Varnish additive
109 Filmdom's Phantom
112 Early heat
113 Sugar box rating
114 Outlaws
115 About
117 Pasture
120 Prepare onions for liver
121 Bob one's bait
122 Butterfly, for one
124 Nebraska Sioux
126 Form a chemical precipitate
127 *In ___ Bosom* (1927 Pulitzer-winning play)
129 Intelligentsia
134 Woodcutter of legend
135 Writer's digressions
136 Chaplin's *The Gold Rush*, e.g.
137 "Holly" follower
138 Yellowstone's ___ Giantess or Lone Star
141 Close
142 No. 5 maker
144 Beetle's boss
145 "If I Were a Rich Man" singer
146 Grocery section
147 Michaelmas daisy
148 Mall unit
149 Emulate Fawn Hall
150 *Au Revoir, Les Enfants* director
153 Gentle hill
154 Stable youngster
156 Shoot for the break, in pool
157 Dyne times centimeter
160 Part of a royal flush

PURTLE'S PLIGHT ★★

BY ROBERT LEIGHTON

It's that foolish time of year again, and the best April Fools occur where you least expect them . . . .

ANSWER, PAGE 58

EVERY YEAR, ON APRIL FIRST, SOMEONE DESTROYS PURTLE M'GEENY'S ENTIRE DAY.
OUT
IN
EACH YEAR, SOMEONE PLANTS FIVE APRIL FOOL TRICKS. THEY START WITH THE USUAL PHONE CALL.
RINGGG!
HELLO?
HI... DO YOU HAVE PRINCE ALBERT IN A CAN?
OH NO--NOT AGAIN!
GETS HIM EVERY TIME.
DETERMINED NOT TO BE TRICKED, PURTLE GETS COFFEE AND RETURNS TO HIS SEAT.
Note: Whoopee Cushion
BLAT!
THAT'S TWO. AND NOW PURTLE IS MAD.
WHOOPEE
AARGH! I'M GETTING OUT OF HERE!
NO PASS
MOM
DIN
A GOOD IDEA: ESCAPE THE OFFICE. PURTLE DECIDES TO GRAB SOME LUNCH.
WHAT'LL IT BE, HON?
SOUP, IRMA.
THANKS. MAY I HAVE A SPOON PLEASE?
SURE.
Note: Dribble spoon
?
HUH?! WHAT'S GOING ON? SLURRP! IT KEEPS SPILLING!
THAT'S THREE, IRMA, BUT THERE WON'T BE ANY MORE! I WON'T BE FOOLED AGAIN!
BYE, HON.
PURTLE RETURNS TO HIS OFFICE BUT TAKES A TRIP TO THE WASHROOM FIRST.
AH! NEW SOAP!
Note: Black soap
AAAA HHH!
AT LAST HE REALIZES HE CAN'T WIN. TIME TO GO HOME.
FOUR IS ENOUGH FOR ME! TAXI!
SOMEWHERE ON THIS PAGE IS A FIFTH APRIL FOOLS THAT PURTLE HAS NOT YET FOUND. CAN YOU FIND IT?
ROBERT LEIGHTON

T • H • E • R • E • T • U • R • N • O • F

THE NATIONWIDE SCAVENGER HUNT

Grand Prize
$500 toward your favorite collectible
Ten Runner-Up Prizes
A GAMES T-Shirt

Have the backs of your desk drawers and the top shelves in your closets grown cluttered again? After all, it's been five years since our first nationwide scavenger hunt sent thousands of contestants scurrying through their attics and storage boxes. But we're having a new hunt, and everyone is invited to play. Here's another chance to do some spring cleaning, as you sift through those boxes of old postcards and pamphlets, those stacks of newspapers and magazines. And if you can't find what you need, go out and get it—before your friends and neighbors beat you to it.

How to play The object is to collect one of each of the 30 items listed below. Each item must be exactly as described on the list. Printed items must be professionally printed. Handwritten, typewritten, or otherwise homemade substitutes are not acceptable. Photocopies are not acceptable except where indicated by an asterisk. Any item that we judge has been tampered with will not be accepted.

Winning The first prize will go to the entrant who submits the greatest number of correct items. Runner-up prizes will also be awarded to the 10 entrants with the next greatest numbers of correct items. An additional GAMES T-shirt will be awarded to the first entry received, if any, that contains all 30 items. All ties will be broken by random draw.

To enter All items must be mailed and arrive together in one envelope not larger than 9 x 12 inches. The number of items the envelope contains must be written on the back, along with your name and address. You may enter more than once, but each entry must be mailed separately. All entries become the property of GAMES and none will be returned. Happy hunting!

Mail entries to: **Scavenger Hunt, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019. Entries must be received by June 1, 1989.**

READY, SET, FIND...

1. A printed or engraved invitation or announcement card for the wedding of two people named John and Mary.
2. A complimentary bookmark from a bookstore in Canada, printed with the store's name and address.
3. A printed wallet-size calendar for any year in the 1950s.
4. A balloon (deflated please) printed with the name of a company and the words "Grand Opening."
5. A brochure or leaflet from any National Monument (note: Not a National Park, Memorial, or other national site) in Arizona.
6. A UPC symbol, clipped from any product, that contains four or more sevens.
7. An unused ticket for any sporting event, printed with a date in 1980 or earlier.
*8. A theater review from a magazine or newspaper of a school or college production of "The Front Page."
9. A sheet or booklet of instructions for a slide rule.
*10. A weather forecast map, from a magazine or newspaper, showing all the boundaries of Kenya (and not simply the outline of Africa).
11. A fortune cookie fortune that contains the word "fortune."
12. A color picture postcard (printed, not handmade) of a peacock.
13. A sticker for GAMES Magazine from a magazine promotion (such as Publishers Clearing House).
14. A snapshot of an elevator panel with a button for the thirteenth floor.
*15. The front page from an April Fools' edition of a newspaper (may be school, local, etc.)
16. A photograph of J.D. Salinger, from a newspaper or magazine. (The clipping must include the identifying caption.)
17. A summons for jury duty.
18. A cash register receipt for a purchase of fifteen cents or less.
19. The wrapper from a complimentary bar of soap, printed with the name and city of a hotel or motel in Georgia.
20. A restaurant menu that contains the words "yogurt" and "caviar."
21. A paper square folded into a traditional Japanese origami crane.
22. A street map showing the location of a street named Marley, Shenk, Shortz, or Slepian.
*23. An advertisement for the Edsel that includes the car's picture.
24. A word search grid, from a magazine or newspaper, containing the word "HUNT" in a straight line in any direction. The word must be circled.
*25. A political cartoon, from a newspaper or magazine, depicting Edwin Meese.
26. A business card from a palm reader who uses the title "Madame."
27. A paper napkin printed with one or more penguins.
28. An unused purple birthday candle.
*29. A dust jacket, from a book, stating that the author was born in West Virginia.
*30. A page from a newspaper or magazine printed in Esperanto.

*indicates photocopies acceptable

ILLUSTRATION BY TIM GRAJA

by Joe Kerr

★

April Fools' Day is a special day at the Prankenstein household. Fun-loving dad Fred, mom Gladys, and little Buster have spent the whole year gleefully anticipating the tricks they'll be playing on each other. This picture has captured the Prankensteins sitting down for an April Fools' meal—and as you can see, the hijinks are in full swing. Can you find the insect-in-the-ice-cubes, and the 29 other gags scattered about that have brought—or are about to bring—lotsa laughs to this zany family?

ANSWERS, PAGE 56

PHOTOGRAPH BY NICK KOUDIS

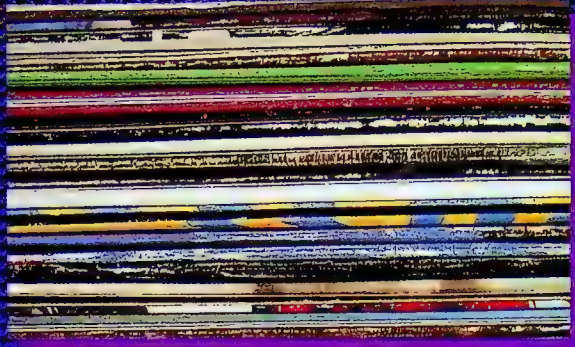
BANG

What are these objects?

ANSWERS, PAGE 89

1

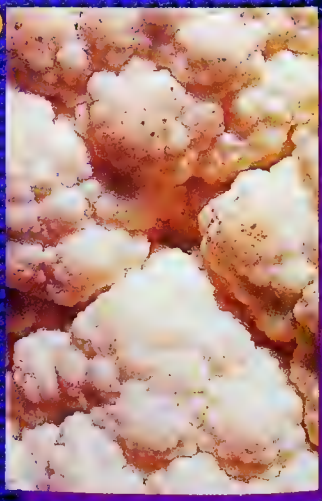
2



3

4

5



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GAMEPLAY

EDITED BY SCOTT MARLEY

ELECTRONIC GAMES

MEGABUCKS AND MICROCHIPS

On our way to the Las Vegas convention center last January, the taxi driver mentioned to me that the Consumer Electronics Show is the second largest convention in the world. I don't have any reason to doubt him, but I wonder where you could fit a larger one.

Over 100,000 people came to the winter show, which this year lasted January 7 through 10. (There's a summer show, too, in Chicago.) Over 1,000 exhibitors crammed the rotunda and all four enormous halls of the convention center. Some more spilled outside into large tents on the lawn or in the parking lot. Six hundred or so had to settle for small booths in the ballrooms and meeting halls of nearby hotels: convention boondocks.

The reason for all this madness is simple: Fortunes are at stake. Billions of dollars every year are spent on electronic gadgets, from stereo systems and VCRs to quartz watches and pocket calculators. The Consumer Electronics Show (CES) is where manufacturers come to show off their products, and where buyers for retail stores come to select the merchandise that will fill their shelves and their showrooms.

For large companies like Texas Instruments and Casio, CES is a place to show off new products to the whole industry, in a four-day frenzy of salesmanship. If they persuade enough buyers to pick their gadgets over somebody else's, they make a few extra millions.

For small companies, for the folks who have mortgaged their houses or spent their savings to manufacture their inventions, CES is the difference between bankruptcy and survival. If enough buyers stop by your booth, you might even make a small fortune. If no one buys, there's no second chance.

With so much at stake, it's not surprising that companies spent a lot on their displays. Huge red and silver banners hung over the aisles. Skinny blonde models in short skirts or tight pants handed out leaflets. Over at the Polaroid display, dignified men in business suits tried not to look too eager while waiting to have their pictures taken with a Marilyn Monroe look-alike. Brother International dressed up their salespeople 1950s-style and presented virtuoso hula hoop demonstrations and an appearance by Wolfman Jack himself.

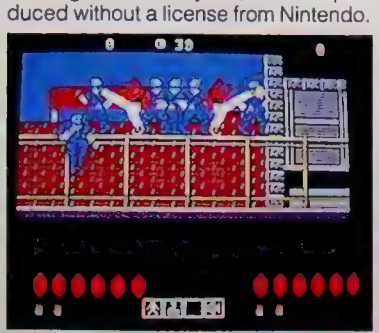
In fact, the show felt a lot like a four-day party. Until you walked by a booth that no one was stopping at, and noticed the worried look in the faces of salespeople with nothing to do.

Home Video Games: Nintendo

Nintendo had by far the largest display area at the show, each of the companies marketing Nintendo games having a small booth within it. It was one of the most crowded areas of the show, too—hardly surprising since Nintendo is where the biggest bucks are in electronics just now.

A crowd was huddled around **U-Force**, Broderbund's eerie new controller that works without being touched. U-Force is a small screen that stands up on a table. No working models were actually on display, but a videotape showed a youngster punching at air in front of the U-Force screen, while the boxer on his TV screen instantly mimicked his moves. I doubt that U-Force will give you any more control than a joystick does, but it's an irresistible gimmick nonetheless.

The most gossiped-about games for the Nintendo weren't found in Nintendo's area. Across the aisle, Tengen was displaying its new line of cartridges for the sytem, the first produced without a license from Nintendo.



Bad Dudes

Tengen has filed a lawsuit against Nintendo, claiming that Nintendo's tight control over the supply of games for its sytem amounts to a monopoly in the video game market, and is a violation of the Sherman Antitrust Act.

Tengen's new games included **Rolling Thunder**, in which you penetrate a secret society bent on world domination; **Super Sprint**, a Grand Prix driving game; an adaptation of the computer game **Tetris**; the classic **Pac-Man**; **RBI Baseball**; and adaptations of the arcade hits **Gauntlet** and **Vindicators**.

Several people at the show told me they thought Tengen would probably win the right to produce its own games for the system—Coleco won a similar legal battle with Atari many years ago. If so, you'll see a flood of new games from other companies, too, in years to come. This may sound good, but some insiders are concerned. They haven't forgotten the glut of poor-quality games, produced by companies cashing in on Atari's success, that alienated consumers and helped kill the first home video game boom six or seven years ago.

Meanwhile, about 40 new games are coming out with Nintendo's blessing. Fantasy adventures are again a popular genre. Broderbund's **Legacy of the Wizard** lets you alternate between several different characters. FCI is adapting its bestselling computer role-playing game, **Ultima**. Mindscape's **Indiana Jones and the Temple of Doom** sends you underground in search of captives and hidden treasures.

Arcade-style action games included Activision's **Predator**, which lets you be Arnold Schwarzenegger in the jungles of Central America, trying to outwit and outblast an alien manhunter. Data East's **Bad Dudes** is based on their own arcade hit of street fighting and martial arts (it will also be available for home computers). Nintendo's **Cobra Triangle** puts you at the helm of a speedboat traveling through a riverful of dangers.

Sports fans can look forward to Bandai's **Challenge Pebble Beach**, Milton Bradley's **Jordan vs. Bird: One on One**, and Tradewest's **John Elsay's Quarterback**, among many others.

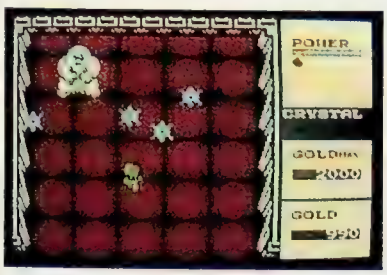
Unusual entries included Tradewest's **Taboo**, which gives you a computer-generated tarot reading and, if

you tell it what state you live in, will throw in your lucky lottery numbers as a bonus. In Hi Tech Expression's **Win, Lose or Draw** and Nintendo's **Anticipation**, both similar to the board game Pictionary, players race to guess the object being drawn by the computer.

Sega

So far, Sega has been running second in popularity to Nintendo. Fewer games are available for the Sega system, and many of them have been bland. But Sega is bringing out 20 new games for the Sega system this year, and at a glance these new ones look as good as the best Nintendo games.

John Sauer, Sega's senior game analyst, is especially keen on **Golvellius**, which he described as "the game Nintendo's Legend of Zelda aspires to be." The evil Golvellius has kidnapped the Princess Rena and hidden her somewhere in the vast Valley of Doom. You must enter the valley in search of seven crystals that will lead you to Golvellius himself.



Golvellius

Adventure games like Golvellius dominate Sega's new catalog. In **Phantasy Star** you play a female character—unusual in adventure games—avenging your brother's death. **Miracle Warriors** lets you control a party of four, trying to seal the Dark Lord in the Pandora Passage from which he has escaped. In **Y's: The Vanished Omens**, the object is to gather the six books of Y's.

According to Sauer, adventure games are now by far the most popular games in Sega's line. This is a surprise,

Altered Beast

since in the past Sega has pushed its excellent 3-D effects. "So," says Sauer, "we're continuing with the 3-D games—people who own the 3-D system don't have to worry about it becoming obsolete—but it won't be as strong a concentration as before." Sega had two new 3-D games: **Outrun 3-D**, a racing game; and **Poseidon Wars 3-D**, a game of ocean battles.

Other new games included **Reggie Jackson Baseball**, featuring 26 teams to choose from and four modes of play; **Rambo III**, which uses the light phaser accessory; and **Vigilante**, about street fighting on a small town sidewalk.

Sega also showed off a number of home versions of arcade hits. **Altered Beast**, for example, lets you gain the supernatural powers of wolfmen, dragons, and other strange animals.

Activision showed three games they are marketing for the Sega system. **Rampage**, a hit in the arcades, lets you be the monster for a change. As Ralph the Wolf, George the Ape, or Lizzie the Lizard, you demolish and devour entire cities, from tanks and trolleys to helicopters and highrises. **Bomber Raid** plays a lot like other dogfight games, but the graphics and sound effects are especially good. **Cyborg Hunter** (which resembles Epyx's Impossible Mission) sends you inside a futuristic fortress to infiltrate seven Cyborg-infested areas and destroy the evil Vipron, head of the Cyborgs.

Atari

One of the surprises of the show was that Atari, the company that started the home video craze just over a decade ago, wasn't there. It seems likely that they just didn't have anything new ready to show off. Atari has the smallest share of the home video game market; by not showing up at CES, the company is practically giving up any chance of increasing that share this year.

There are, however, some new games for the Atari system from other companies. Absolute Entertainment released **Pete Rose Baseball**, which uses unusual points of view to keep the action close; **Tomcat**, an F-14 jet fighter simulation; and **Title Match Pro Wrestling**.

Computer Games

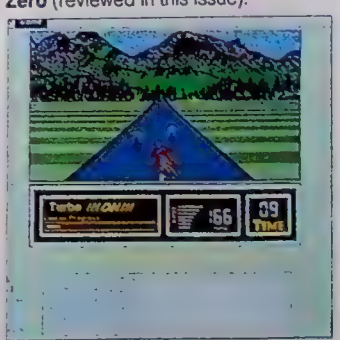
Mindscape's new games included **Hostage**, in which you oversee a rescue mission at an embassy; you can switch perspectives quickly during the game, changing your point of view from street level to roof level to a bird's-eye view from a helicopter. **Deja Vu II** is another adventure story set in the tough underworld; this time you wake up in the bathtub of a cheap Las Vegas hotel.

Battle Chess

Aussie Games lets you compete in six sports from down under, including bellyflopping, boomerang throwing, and beer bottle shooting. **720°** is set in Skate City, a skateboarder's fantasy world where every surface in sight is skateable, including the difficult double loop described by the title.

In Interplay's **Battle Chess**, knights slay bishops and rooks eat queens (yes, eat) right before your astonished eyes. The animation is hilarious, and the computer plays a pretty good game of chess, too.

Infocom, known for its interactive text adventures, brought out its first role-playing fantasies, **Quarterstaff** and **Battletech**. Quarterstaff, another underground quest to fight monsters and grab booty, is particularly detailed: Hunger and fatigue affect you according to a complex timetable; characters—your allies as well as the monsters and enemies around you—develop and mature through an artificial intelligence system. Battletech, a game of armored combat in the 31st century, is humorously illustrated in the slick, distinctive style of Japanese comic books. Infocom also has a new interactive story, **Zork Zero** (reviewed in this issue).



Super Hang On

Data East's **RoboCop**, based on the hit movie, casts you as the part-machine-part-man vigilante, battling evil in Detroit. Their **Super Hang On** is a motorcycle race dressed up with scenery from around the world. Keypunch

Software's **Circus Games** offers unusual sports like lion taming and acrobatics.

Epyx's many new games include **Trials of Honor**, an adventure set in medieval France featuring stunning graphics. **The Hidden Diamond Caper** is the first in a series of mystery adventures featuring cat-burglar-turned-detective Devon Aire. **Mind-Roll** tests your dexterity and puzzle-solving in a race to roll a globe through a series of eerie mazes.

Origin's **Tangled Tales** parodies the role-playing genre with a twisted world where surfers meet knights in armor and Goldilocks might have to slay an ogre. It's a refreshing change from the usual deadly seriousness of role-playing. Origin also introduced **Times of Lore**, a blend of role-playing and arcade action set in, well, the usual deadly serious world of magic and monsters.

Discovery's **Sword of Sodan** boasts unusually detailed characters—they stand almost as tall as the screen. There's an unexpected touch of humor when you defeat an opponent in a swordfight: He suddenly falls apart into a neat pile of disconnected body parts. **Zoom!** is a colorful but tense abstract game, a race to surround squares on a grid while avoiding meandering baddies. And Arkanoid fans can look forward to **Arkanoid II**, with new configurations of bricks to knock down, and new powers to gain when you catch the falling pellets.

Broderbund's **Star Wars** sports an odd marketing gimmick: Pressing a spot on the box causes an annoying electronic version of the movie's musical theme to play. Velocity's **Jet Fighter** is a flight simulation featuring detailed aerial views of California and a story about terrorists from Baja who take over Los Angeles. Kyodai's **Psychic War** is a sci-fi role-playing game packed with puzzles: rooms to detonate, androids to assemble, and machines to dismantle.

Other Electronic Stuff

For a true gamer, the most eyecatching sight at CES was undoubtedly the ghostly chess game going on at the Fidelity booth, where pieces moved mysteriously across the board with no one there to push them. Fidelity's **Phantom** will play an expert game of chess against you, and it contains a hidden electromagnetic system. Captured pieces even move by themselves to the side of the board.

The **Chess Card**, also by Fidelity, claims to be the world's smallest chess computer. It's about the size of a credit card, and fits into a wallet-sized case that includes a pocket magnetic set to keep track of your games on.

Programmers are only just starting to lavish the same attention on bridge that they have on chess, and computer bridge games that play above the novice level may be just around the corner. The one hand I played on Saitek's **Pro Bridge 200** wasn't enough to judge its strength by. But it's easy to use and very attractive, with its trim white case and clear LCD screen. It boasts a new 16K program and eight levels of play.

Franklin Computer, creator of the pocket spelling checker, has brought out the **Language Master 4000**, the first electronic dictionary. With a vocabulary of over 83,000 words, the Language Master will give you definitions, suggest synonyms, and correct your spelling at the press of a button. It plays hangman and several other word games with you. And if you're unsure of a word's pronunciation, the Language Master will even

Pro Bridge 200

say it aloud for you.

The **Hexaglot** translation computer has a vocabulary of 6,800 English words which it can translate into Spanish, French, German, Italian, or Portuguese. You can also program it to convert currency if you program it with the current exchange rates.

—Scott Marley

MARS SAGA

Electronic Arts, $35; call 1-800-245-4525 for info or phone order

Role-playing adventure games are like lobster dinners: You have to do a lot of work before you get to the good part. I'd just as soon not bother.

For instance, before you can start playing you must create characters by investing them with varying amounts of agility, charisma, luck, whatever. There are players who find it interesting to equip a character with these abilities without having the slightest idea how useful any of them will be.

The characters then set out on an adventure, and fight battles. These are typically conducted for both sides by the computer, which determines the winner by mathematical probability. Boo-o-ring.

Then there's the interminable wandering through featureless landscapes. Since I hate to draw maps, my little band usually meanders aimlessly about until everybody gets killed or I fall asleep.

All these objections, and others, have been met by the designers of Mars Saga, a new sci-fi role-playing game. Instead of creating characters by guesswork, you choose from among characters already equipped with certain abilities. But since you can enlist new recruits only after you've had some experience on your own, you know what to look for. What I really like is that if a character isn't working out (or dies), you can simply replace him or her.

The battle system in Mars Saga has been designed for utmost flexibility, and it succeeds brilliantly. At each encounter you can choose either to fight or to leave (if attacked, you may have no choice). If you decide to engage the enemy, you can let the computer do the fighting while you watch (I recommend this at first, as a learning experience), or you can program each character's moves, weapons, and targets yourself. Players who like to fight their own battles will find working out the tactics a very interesting challenge.

The territory of Mars Saga is vast: three underground cities, a number of mines, caves and tunnels, and the surface of Mars itself. In the cities and mines, the game's automapping feature shows you not only your position but also those of computer terminals, shops, armories and other important places. You won't have to spend very much time on the surface (you can travel between cities by speeder transport, once you've earned enough to buy a ticket), and since the computer reads out the direction and distance traveled at each turn, mapping is no problem.

Your task is to discover why authorities have lost contact with the city of Proscenium, but the answer to that question is a very long way off. You will be primarily concerned with building a cohesive team and increasing its abilities. Until your party has gained a certain amount of experience and money, you will not be able to buy better weapons and armor, and you will be denied access to various important resources, especially the computers, which are found all over the cities and which are vital to your success. Trust me: When choosing recruits, pick at least one with program-

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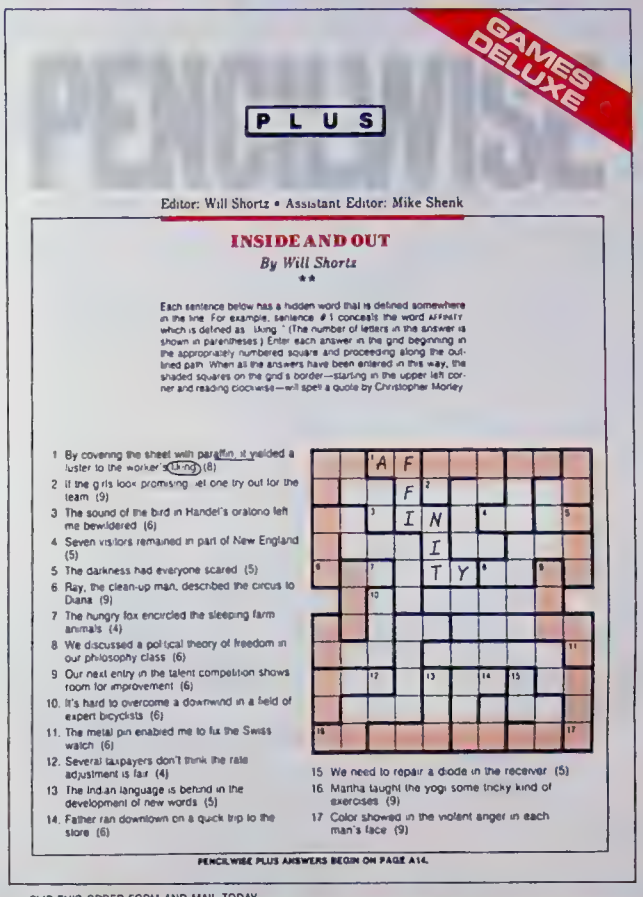
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INSIDE AND OUT
By Will Shortz
★★
Each sentence below has a hidden word that is defined somewhere in the line. For example, sentence #1 conceals the word AFFINITY which is defined as "liking." (The number of letters in the answer is shown in parentheses.) Enter each answer in the grid beginning in the appropriately numbered square and proceeding along the outlined path. When all the answers have been entered in this way, the shaded squares on the grid's border—starting in the upper left corner and reading clockwise—will spell a quote by Christopher Morley
1 By covering the sheet with paraffin, it yielded a luster to the worker's liking (8)
2 If the girls look promising, let one try out for the team (9)
3 The sound of the bird in Handel's oratorio left me bewildered (6)
4 Seven visitors remained in part of New England (5)
5 The darkness had everyone scared (5)
6 Ray, the clean-up man, described the circus to Diana (9)
7 The hungry fox encircled the sleeping farm animals (4)
8 We discussed a political theory of freedom in our philosophy class (6)
9 Our next entry in the talent competition shows room for improvement (6)
10 It's hard to overcome a downwind in a field of expert bicyclists (6)
11 The metal pin enabled me to fix the Swiss watch (6)
12 Several taxpayers don't think the rate adjustment is fair (4)
13 The Indian language is behind in the development of new words (5)
14 Father ran downtown on a quick trip to the store (6)
15 We need to repair a diode in the receiver (5)
16 Martha taught the yogi some tricky kind of exercises (9)
17 Color showed in the violent anger in each man's face (9)
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ming ability. And to earn money, pick a recruit with gambling ability and turn him loose in the casinos.

Mars Saga is changing my mind about role-playing games. Please, programmers, make more of them like this

Now what can we do about lobsters?

—Burt Hochberg

ZORK ZERO

Infocom, $50-60

The Zork trilogy, maybe the most popular computer games ever, sent you on a quest through the remains of the Great Underground Empire, which at the peak of its power was ruled by Lord Dimwit Flathead the Excessive. But one question remained tantalizingly unanswered: What evil power brought the Great Underground Empire to its ruin?

Computer adventurers have been asking another question for years: When dreary computer games become best-sellers because of their dazzling graphics, how long do these clowns at Infocom think they can get away with these brilliantly written but entirely unadorned text adventures?

Zork Zero—the prequel to Zork I, II, and III—answers both questions at once. Here you will learn of the curse that doomed the Empire, and here you will see the very first illustrations ever to grace an Infocom story.

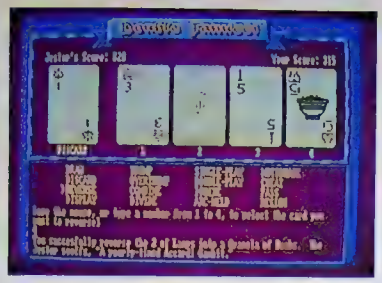
In a brief prologue, a servant watches as the great wizard Megaboz casts the Curse which destroys Lord Flathead. (It seems that Lord Flathead's new and enormous statue of himself is casting a shadow on Megaboz's garden.) Peeking out from under a table, the servant grabs a piece of parchment that falls from Megaboz's pocket.

Now, 90 years later, half the riches of the kingdom will go to whomever can keep the curse from finishing off the entire Empire. You are a descendant of that servant, and have inherited the scrap of paper—your only hint of how to fight the curse.

The graphics are sparse, but pretty The hilariously loony text is surrounded by a decorative border. The library contains a copy of the *Encyclopedia Frobozzica*, and many of its entries are beautifully illustrated. When you play the legendary—and impossibly complicated—game of Double Fanucci in Port Foozle, you'll get to see the layout of the cards as you play.

Still, the occasional pictures are just for show, rarely necessary to the story. Zork Zero has other features that are much more helpful, if less dazzling.

Like the built-in hints, for example. If



Zork Zero

you get stuck on a difficult puzzle, you can get a hint right away

A new "undo" command means that if, say, you drink a mysterious potion and it turns you into a warthog, you can back up a move and offer it to an enemy instead. (This only works on computers with enough memory, though.)

And you don't have to waste any more time drawing and redrawing maps. At any time you can see a map of the area, showing what places you've visited and which directions remain unexplored.

All these friendly features make Zork Zero the most enjoyable game yet in the Zork series.

Some advice: Take the time to read very carefully through the Flathead calendar included with the game; it contains many facts you'll need to solve the puzzles. Jot down every unfamiliar word, name, and thing you come across and look them all up in the *Encyclopedia Frobozzica* when you're in the library. You'll get a lot of background about the Empire, and more important, you'll learn a thing or two that you'd otherwise have to find out through lengthy trial and error.

—Scott Marley

GOLF AND MINIATURE GOLF

It's hard to imagine now the mania created by that Roaring Twenties phenomenon, miniature golf. From private layouts for swanky sophisticates to a chain of Tom Thumb courses for the common folk, everyone, in the words of a popular song of the day, went "goofy over miniature golf."

Even today, the game still occupies a special place in popular culture. So it's only natural that the software companies would try to recreate the special cachet of the game.

Mini-Putt (Accolade, $30-40) offers just about everything the demanding putter would want. You can select four different courses, ranging from traditional to challenging. The holes feature all the beloved ramps, tunnels, windmills, and barriers, as well as some new twists. There is a cannon that will shoot your ball down to the pin, and a fantasy castle with a tricky drawbridge and some curious entrances and exits.

The game is easy to play, as befits its subject. Position the cursor over the spot you'd like to shoot the ball toward. Click the joystick button to start your mini-golfer swinging. Try to click the button again when the power bar reaches the desired oomph (measured in feet) and yet again when the putter is about to hit the ball. Clicking too soon or too late causes the ball to go the wrong distance or veer to the left or right.

The eccentric greens are marked with arrows to indicate dips and dives, and there is an overview map so you can see where you're headed—the hole is not always in sight.

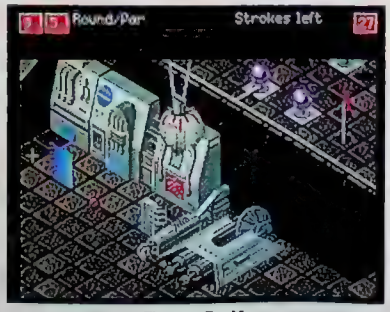
Zany Golf (Electronic Arts, $40), designed by Will Harvey, is a more outlandish—and more challenging—game. The graphics are state-of-the-art,

Mini-Putt

and each hole is wackier than the next. There is, for example, a hamburger hole where you have to get the buns jumping to reveal the hole. All the while, a plastic ketchup bottle squirts at the green.

Unlike Mini-Putt, here you move an x to where you'd like to place the club head. This sets direction and strength of your swing. Then fire away. It's closer to the way the real game is played, but harder to control than Mini-Putt.

Zany Golf gives you five strokes to begin the game. You have to use those strokes, plus whatever is par for each hole, to play. Run out of strokes, and it's



Zany Golf

Jack Nicklaus' Greatest

back to the beginning. That can be annoying, but the lure of hole 9, with Dr Frankenstein's Private Club, is more than enough to get you back to the rubbery links.

For real golfers, **Jack Nicklaus' Greatest** (Accolade, $30-50) offers a revamped version of Accolade's terrific golf game Mean 18. Here you get to play some of Jack's personal selections, including holes form Pebble Beach, St. Andrews, and Castle Pine. There are computer players ready to go head-to-head with you, and you can even set the amount of money wagered on a hole.

The game plays like Mini-Putt, with three clicks needed to complete a swing. For beginners, the computer will select the proper club, while the pros can check out the overhead view and make their own decision. The Player's Guide comes with chatty tips form Jack, with hints on how to use hooks and slices to your advantage.

The game comes with a driving range option, as well as a practice green, and a wind gauge that bears watching, expecially around water hazards.

—Matthew Costello

GAMES & BOOKS

MIDNIGHT PARTY

Ravensburger, $9.50

A birthday celebration is in progress for Hugo the Ghost. Two to eight players bring their guests—small, colorful figures in evening gowns or top hats and tails—to Hugo's castle to play his favorite game, hide and seek.

Each player gets two to six guests, depending on how many are playing. As the guests arrive they are placed one by one in the spaces of the gallery, one figure to a space. Hugo begins at the bottom of the stairs, in the wine cellar.

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Once all have assembled, the promenade begins. You take turns throwing the special die and if a number—1, 2, 4, or 5—comes up, you move any one of your pieces that many spaces clockwise around the gallery. More than one piece may now share a space.

But if one of the two ghost faces shows up on the die, Hugo moves three spaces. At first he moves up the stairs, but when he reaches the gallery, he moves clockwise to chase after the guests.

As soon as Hugo is off the stairs, your figures can dash for cover into one of the eleven rooms with open doors—if you roll a high enough number, that is. Two rooms are marked "+3," and unlike most rooms, you need to land on them by exact count to enter. Only one figure can hide in each room.

As Hugo overtakes and captures the

Midnight Party

unlucky guests who can't get to a room in time, he sends them to the stairs. The first guest captured gets minus ten points, the next gets minus nine, and so on. Anyone still on the gallery after the stairs are filled gets only minus two points. Guests who hid in the rooms marked "-1" or "+3" lose or gain that many points; those who hid in the other rooms escape with no points won or lost.

After all the figures are safe or captured, you add up the scores for all your pieces, and set up the board for the next round. After three rounds, the player with the highest score (which almost always means the smallest negative score) wins.

Although you need good judgment when placing your pieces at the start, and deciding which one to move on your die rolls, this isn't a very strategic game. But considerable suspense and excitment build up as Hugo pursues a fleeing guest around the gallery, or plows into a helpless flock. The excellent components and artwork on the board help make playing a delight.

Playing Midnight Party, I believe in "the more the merrier." When two play, I recommend that each get eight pieces (instead of the six provided in the rules), and when six play, each can get three instead of two. The extra pieces can be taken from the unused colors.

—Sid Sackson

A PRETTIER "IN PURSUIT OF PAR"

$40, or $44 ppd; for information, call (904) 235-1818 or write Pursuit of Par Enterprises, 7151 West Highway 98, Panama Beach, FL 32408

The original edition of "In Pursuit of Par" (reviewed in GAMES October/November 1987) played better than any other golf game we'd seen, but it was rather plain to look at. The new "TPC (Tournament Players Club) at Sawgrass" edition plays just as well, but it's much prettier. The Sawgrass edition is based on the treacherous and controversial Stadium Course in Ponte Vedra, Florida, including the infamous 17th, a par-three island hole where many an errant ball meets a watery grave.

As in the original edition, clubs are chosen from a chart, and two dice determine distance and direction; a third die affects recovery shots from the rough, traps, and trees. Two wedge-shaped plastic gauges are used to track your shot on the board. Balls are marked on the board with special pencils that wipe off easily.

This new edition has beautiful, colorful graphics based on aerial photography of the course. Other improvements include a choice of tees at each hole, club selection charts for men and

In Pursuit of Par

women, sharp scorecards with the TPC logo, and small photographs and descriptions of each hole's real-life counterpart.

The game is played on four double-sided boards, and takes close to two hours per twosome for the full eighteen holes—a little longer than the original game, because the holes are tougher

Achieving the par of 72 is quite a feat. But even if you're over par, don't give up: Scores can swing quickly on a course like this, especially at the 17th, where the birdie two or nightmarish nine are almost equally likely.

—Mark Danna

THE NEXT BOOK OF OMNI GAMES

New American Library; paperback, $9

Scot Morris's new collection of his columns from Omni magazine is a potpourri of puzzles and short articles. Many of the puzzles are old chestnuts, but just as many are fresh and off-beat, and they cover a wide range of subjects: physics, movies, wordplay, money, and more. There's a quiz on odd food facts, and another on famous people's deaths.

The articles are just as varied. You'll learn about the science behind yo-yos and skipping stones, urban folklore, three-way handshakes, the perfect pun, and how they get those whole pears into bottles of pear brandy.

—Scott Marley

CARD GAMES

GUILLOTINE

A new card game for four players

By Scott Marley

Guillotine is based on an old French card game, Barbu, that's practically unknown in this country. Two now-out-of-print and rather gimmicky games, Parker Brothers' Coup d'Etat and E.S. Lowe's Dragonmaster, have been based on it. This new version combines the simplicity of the original game with a scoring system that gives more opportunity for skillful play. Even a good player, though, can be foiled by an unlucky hand.

STAN FELLERMAN

Equipment A deck of 32 cards (twos through sixes removed) and pencil and paper to keep score with. Make a chart at the top of the scoresheet as shown at the right, with the names of the players along the top, and the six games (Royalty, Queens, etc.) along the side. Until you're completely familiar with the rules, make a few copies of the scoring summary below for players to refer to during the game.

Starting Cut the cards to determine who deals first. After each deal, the player to the left of the old dealer becomes the new dealer. A complete game consists of 24 deals, with each player dealing a total of six times.

Play Guillotine is actually six games in one. When you are dealer, you may inspect your own hand and then decide which of the six games will be played on that deal. Naturally you'll choose the game your hand is best suited for. However, once you have chosen which game to play, you may not choose it again on a later deal. So on your six deals you must play each of the six games exactly once.

Five of the games are trick-taking games. The dealer leads to the first trick by playing any card from his or her hand. Each player in clockwise order must play a card of the same suit if possible. If a player has no cards of the suit led, he or she may play any card.

The trick is won by the highest card played of the suit that was led. When you win a trick, collect the four cards and turn them face down in a pile in front of you. Then you lead to the next trick by playing a new card from your hand.

An unusual ranking is used: A-10-K-Q-J-9-8-7. A ten beats a king, but an ace beats a ten. (Unless you play pinochle, this order will seem strange at first. It's important, though, not to play with the more familiar ranking, or kings and queens will become too powerful and unbalance the game.)

Scoring When all eight tricks have been played, your score is determined by which cards you have taken. The object is to take the *fewest* points, so usually you'll be trying to avoid taking cards. The exceptions to this are "Parlement," where you're trying to *take* tricks, and the two other games, "Queens" and "Spades," where the king of hearts is the one good card to take.

Here are the scores for the five trick-taking games:

Royalty King of hearts = 20 points; queen of spades = 10 points.

Queens Each queen = 10 points; king of hearts = *minus* 10 points.

Spades Each spade = 5 points; king of hearts = *minus* 10 points.

Parlement Each trick taken = *minus* 5 points; king of hearts = *minus* 10 points.

Guillotine King of hearts = 10 points; each spade = 5 points; each queen = 10 points; first and last trick = 5 points each.

(Notice that Guillotine is like playing Royalty, Queens, and Spades all at once! The queen of spades is worth 15 points in all, 5 points for being a spade and 10 points for being a queen. The players taking the first and last tricks should leave them face up as a reminder to subtract an extra 5 points.)

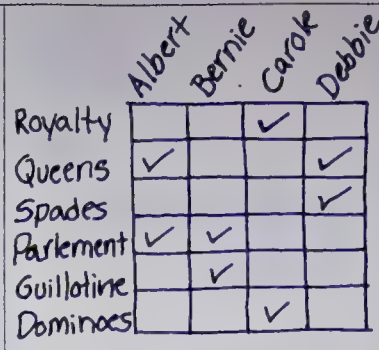
As you record the scores, be sure to check off which games each player has already chosen.

Dominoes The sixth game, dominoes, isn't a trick-taking game like the others. The dealer places any card face up on the table. This card, and the other three of the same rank, become the four "foundations" (starting cards) of the layout that will develop. Each player in turn may add one card to the layout. A card can be played if it is a foundation, or if it is one rank higher or lower in the same suit as any card already played. You must play a card if you can. If you can't play any of your cards, you lose your turn. You may play again on your next turn if one of your cards becomes playable.

In Dominoes, the rank of the cards is now the familiar A-K-Q-J-10-9-8-7. For example, suppose the first card played is the nine of hearts. The next player can play any other nine (beginning a new foundation), or she can play the eight or ten of hearts (see the illustration). If she plays the ten of hearts, the jack can now be played, and so on.

If you play an ace, you get a bonus: You may immediately play any or all of your remaining cards that you can. (You don't have to play all of your playable cards if you don't want to.) Nobody gets bonuses for playing aces, though, if the *foundations* are aces.

Play continues until two players are out of cards. The first player to go out scores *minus* 30 points; the second scores *minus* 10.



Ending the game After each player has dealt six times, the player with the *lowest* score wins. The total scores of all four players will be 400; if you are playing for stakes, subtract 100 from each score to get the amount won or lost.

Basic strategy Most of the skill in playing Guillotine lies in selecting which game to play after seeing your hand. On your last deal you'll have to play whatever game you've left yourself with, no matter what your hand looks like. Knowing this, you should choose Guillotine at the first decent opportunity, even if it looks like you'll take 10 or 15 points. Parlement, too, is too valuable to save for last. Royalty is the safest game for a hand of middling cards that you don't know what to do with.

In Dominoes, every playable card (other than sevens and aces) blocks other cards. Play cards that are blocking your own cards early; hold on as long as you can to those cards that block several of your opponents' cards and none of your own. Try to save your aces until all your cards are playable and you can go out in one turn.

Finally, don't be surprised if you sometimes lose in spite of playing well. There's plenty of luck as well as skill in Guillotine, and even the best player can't help taking all the tricks with a hand full of aces and tens.

GUILLOTINE

Rank: A–10–K–Q–J–9–8–7

Royalty	K♥ +20 Q♠ +10
Queens	Each Queen +10 K♥ –10
Spades	Each ♠ +5 K♥ –10
Parlement	Each trick taken –5 K♥ –10
Guillotine	K♥ +10 Each ♠ +5 Each Queen +10 First Trick Taken +5 Last Trick Taken +5
Dominoes	Rank: A–K–Q–J–10–9–8–7 First Out –30 Second Out –10

WILD CARDS

EDITED BY MIKE SHENK

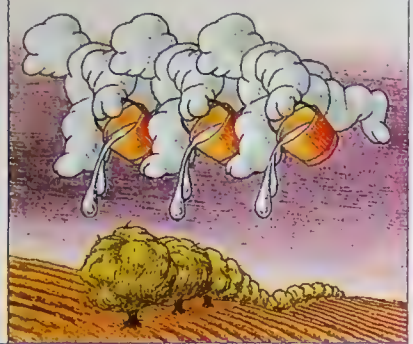
FOR THE RECORD

WET LANDS

Can you name:

1. a U.S. national park whose name contains RAIN?
2. a country of the world whose name contains RAIN?
3. a Soviet republic whose name contains RAIN?

—Ken H. MacLeish



WORDPLAY

SHORT FORMS

The blanks below can be filled with three-letter words to make longer words. In each case, the three-letter word is a slang form of the longer word. For example, __IRE could be completed by adding UMP, the short form of UMPIRE. Can you identify the rest?

1. ___ITENTIARY
2. ___MARINE
3. ___EREE
4. ___NASIUM
5. ___OLINE
6. ___ORATORY
7. ___UTANTE
8. ___EDO
9. ___ERATURE
10. ___TOR
11. ___VICT
12. ___ATIC
13. ___SSIERE
14. ___ERAN
15. ___OPHONE

—Stephen Sniderman

IN OTHER WORDS

WHERE IN EL MUNDO?

Even geography experts may not be familiar with the countries that appear below—that's because each is the Spanish name of the country. You shouldn't need to speak Spanish, though, to identify the English names of most of these nations. *¿No es asi?*

1. *Alemania*
2. *Argelia*
3. *Birmania*
4. *Dinamarca*
5. *Escocia*
6. *España*
7. *Estados Unidos*
8. *Grecia*
9. *Inglaterra*
10. *Noruega*
11. *Nueva Zelanda*
12. *Polonia*
13. *Suecia*
14. *Suiza*
15. *Turqúia*

—Richard Marsh

TWISTS

X-RATED TELEVISION

We've taken the names of some familiar TV shows and replaced all the letters and numerals with X's. Each capitalized letter and each numeral has been replaced with a capital X, while each lower case letter has been replaced with a lower case x. Can you reconstruct the original titles from these X-rated versions?

1. X*X*X*X
2. Xxx Xxx Xxxx X.X.X.X.X.
3. XX/XX
4. XxXxxx'x Xxxx
5. XXXX xx Xxxxxxxxxx
6. Xxxxx & Xxxxxx'x Xxxxx-Xx
7. X.X. Xxx
8. Xxx'x xxx Xxxx?
9. Xxxx Xxx, Xxxx Xxxxxx
10. Xxxxxx Xxxxx, X.X.
11. Xxxx$
12. Xxxxxxx: Xxxxxxxxxx
13. X Xxx
14. Xxx XX, Xxxxx Xxx Xxx?
15. Xxx X-Xxxx
16. Xxx $XX,XXX Xxxxxxxx
17. Xxxxxxxx!
18. Xxxxxxxx, X.X.X.
19. Xxxxxx, Xxx Xxxxx
20. xxxxxxxxxxxxxx
21. Xxxx-XX
22. Xxxx'x Xx Xxxx?
23. Xxxxxx Xxxx-X
24. XXxXx
25. X'xx Xxx x Xxxxxx

—Mike Shenk

NUMBER PLAY

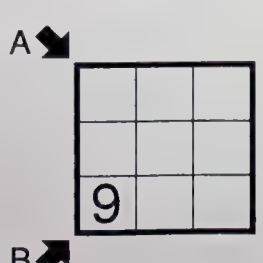
MAGIC SQUARE

Can you place the digits from 1 to 9 in the nine boxes at right according to these two rules?

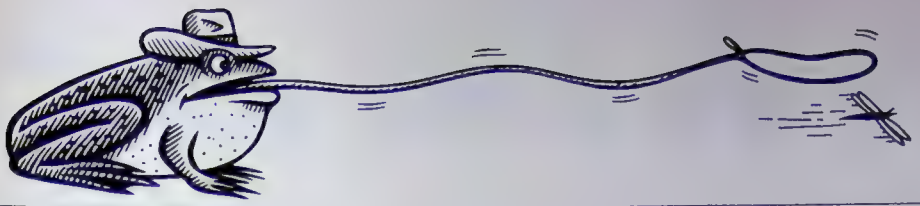
1. Each of the three horizontal rows adds up to the same total, as does the diagonal labeled "A."
2. Within each of the three vertical columns and the diagonal labeled "B," no consonants are repeated (except, of course, the two NS in NINE) when the numbers are spelled out. (Vowels, on the other hand, may be repeated.)

One digit has been placed as a start.

—Peter Gordon



GIORA CARMI



TRIVIA

SOUND DEFECTS

The movies described below are notable for their unusual soundtracks. How well can you recognize them from these descriptions?

1. This 1976 comedy has only one spoken word of dialogue—spoken by mime Marcel Marceau.
2. For this 1981 film set in prehistoric times, Anthony Burgess, author of *A Clockwork Orange*, was hired to create a language of grunts and groans that formed all the movie's dialogue.
3. This nearly two-and-a-half hour science fiction film contains no dialogue for the first 22 minutes or the last 27 minutes of the film.
4. In this outrageous 1966 comedy, Woody Allen replaced the existing soundtrack of a bad Japanese spy movie with completely new dialogue.
5. For this 1963 film, Hitchcock replaced the usual musical soundtrack with electronically orchestrated chirps and squawks.

—Robert Leighton

LOGIC

MAJOR CONFRONTATION

When an English teacher named Parry arrived at Parameter's party, he found that his host had four mathematically inclined friends lying in wait for him. With a sweep of his hand toward the four—who stood side-by-side, facing them both—Parameter declared: "Each of these worthies will make a statement, from which you are to deduce who's who." He then added parenthetically: No more than one of them is capable of lying." Their statements were, in order as they stood from left to right:

1. If I am not Paragon, I am standing next to Paradigm."
2. If I am Paradox, I am not standing next to Nonpareil; otherwise, I am Paragon and am not standing next to Paradigm."
3. If I am not Paradigm, then neither of the two beside me is Paradigm."
4. If Paradox and Nonpareil are not standing side-by-side, I am Paragon."

Parry retreated quietly into thought. When he emerged, he was able to identify all four and determine the verity of their statements. Can you do the same?

—Virginia McCarthy

FOR THE RECORD

WORDS FOR THE WISE

This paragraph contains—sometimes more than once—the three most common words and the five most common nouns in written American English, according to *The American Heritage Word Frequency Book*. We think you will dig them out, because our readers are the kind of people who have answers rolling off their tongues like water off a duck. Incidentally, the best way to approach this problem is to take your time, thinking about the words as you read the paragraph. So, what are these common words?

—Gloria Rosenthal

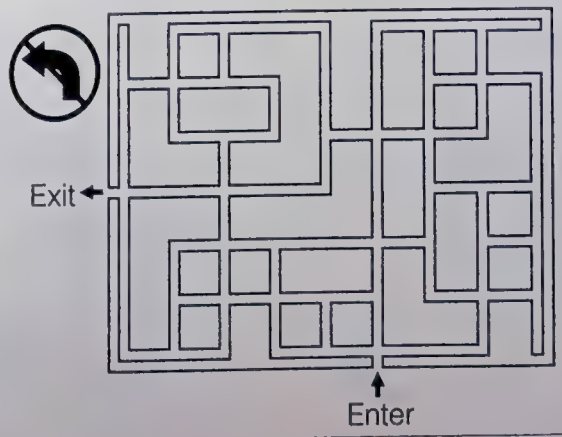
LOOK

NO LEFT TURN

On a scenic trip through Azalia, your route passes through an ancient walled village peopled by right-thinking folks—so right-thinking in fact, they've completely banned left turns (and U-turns) within the village.

Using the map below to guide you, can you get through the village without breaking the law?

—Bob Stanton

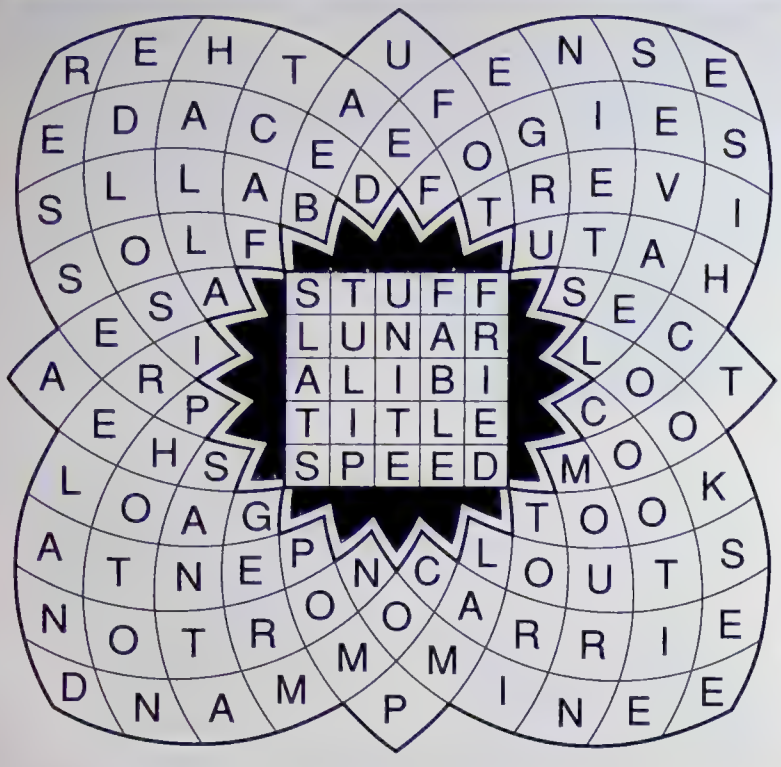


MARK MAZUR

ANSWERS, PAGE 56

ANSWERS

23 FLOWER CROSS



27 SHOWY NUMBERS

G	U	S	T	■	A	H	E	M	■	A	C	E	D
A	N	T	I	■	G	E	N	O	A	■	D	A	L	I
S	P	A	T	■	R	I	P	O	N	■	A	T	O	M
E	I	G	H	T	I	S	E	N	O	U	G	H	■	■
S	N	E	E	R	■	T	U	B	■	F	E	A	T	S
■	■	■	■	U	S	S	■	E	G	O	■	R	H	O
A	S	S	I	S	T	■	F	A	R	■	A	S	A	N
T	H	I	R	T	Y	S	O	M	E	T	H	I	N	G
T	O	G	A	■	L	O	X	■	T	O	S	S	E	S
I	N	N	■	H	E	F	■	M	A	T	■	■	■	■
C	E	A	S	E	■	T	A	I	■	E	A	S	E	D
■	■	T	H	R	E	E	S	C	O	M	P	A	N	Y
B	L	U	E	■	S	N	O	R	T	■	O	M	E	N
E	I	R	E	■	T	E	N	O	R	■	D	O	M	E
D	E	E	P	■	R	E	N	O	■	S	A	Y	S	■

35 CROSS MATH

8	+	7	÷	5	=3
÷	■	−	■	+	■
4	×	3	−	9	=3
+	■	×	■	÷	■
6	×	1	−	2	=4
=8	■	=4	■	=7	■

29 SAM LOYD'S PICTURE PUZZLES

1. Salt, butter
2. Ford, Pierce-Arrow
3. Ohio, Tennessee
4. Salem, Little Rock
5. Concord, Richmond
6. Dates, peaches

32 POLISH YOU WITS

1. A Switch in Time Saves Nine

5	0	7
6	4	2
1	8	3

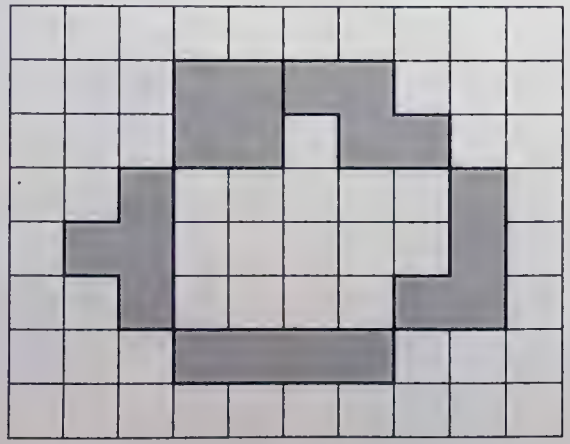
The 9 is turned upside-down to become a 6. Each row, column, and diagonal totals 12.

2. Don't Worry, Be Happy

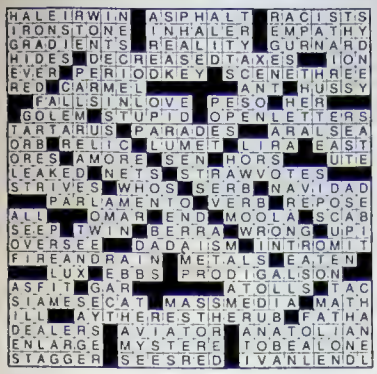
```
    1
  1 4
1 1 5
+4 1 5
-------
5 4 5
```

Note: In the first and third columns, the 1's and 4's may be interchanged.

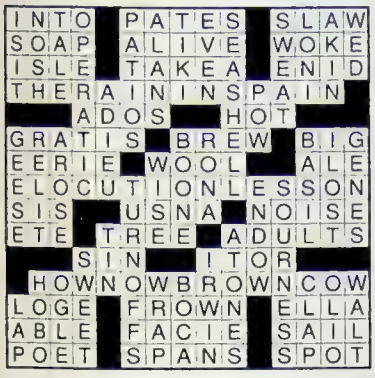
3. Squaring Up



35 KIT AND CABOODLE



25 SPEECH! SPEECH!



12 SCRIPT TEASE

1. "Love means never having to say you're sorry" (*Love Story*)
2. "Here's Johnny!" (*The Shining*)
3. "May the force be with you, always." (*Star Wars*)
4. "Go ahead, make my day." (*Sudden Impact*)
5. "They're here!" (*Poltergeist*)
6. "You're the disease and I'm the cure." (*Cobra*)
7. "I'm mad as hell and I'm not going to take it any more." (*Network*)
8. "They call me Mr. Tibbs." (*In the Heat of the Night*)
9. "Here's looking at you, kid." (*Casablanca*)
10. "I'll make him an offer he can't refuse." (*The Godfather*)
11. "What we have here is a failure to communicate." (*Cool Hand Luke*)
12. "I could've been a contender." (*On The Waterfront*)
13. "I just want to say one word. Plastics." (*The Graduate*)
14. "The fall will probably kill you." (*Butch Cassidy and the Sundance Kid*)

20 MAGAZINE SCENE

A-6 *Road & Track* (ampersands)
B-7 *seventeen* (all lowercase letters)
C-2 *Boston* (no vowels other than O)
D-1 *Time* (titles that form another word when read backward)
E-3 *Beauty Digest* (two six-letter words)
F-5 *Bon Appétit* (French words)
G-4 *Outdoor Photographer* (two words beginning with consecutive letters of the alphabet)

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CLOSING DATES:

Issue	Closing	On Sale
Aug/Sept	6/1/89	7/25/89
Oct/Nov	8/1/89	9/26/89
Dec/Jan '90	10/1/89	11/28/89
Feb/Mar '90	12/1/89	1/28/90

33 CRYPTIC CROSSWORD 1

ACROSS

1 Roommates (set + ammo + or)
6 Alarm (L.A. Ram)
9 Bless (B + less)
10 Burgeois (urge + boo + is)
11 Tribal (trial + B)
12 Scarface (scarf + ace)
13 Sugarcane (Gus + arcane)
15 Golf (flog)
17 Ache (a + Ché)
19 Dime novel (moved line)
22 Barefoot (be far too)
23 Fringe (ring + Fe)
26 Laterally (late + rally)
27 No one (noon + E)
28 Shady (shy + ad)
29 Sincerely (since + rely)

DOWN

1 Robot (rob + to)
2 Opening (flamingO PEN IN Garden)
3 Massacre (mass + acre)
4 Tuba (abut)
5 Sour cream (coarse rum)
6 Angers (rangers – r)
7 Avocado (ado + voca)
8 Masterful (maul + frets)
13 Seat belts (let beasts)
14 Androcles (colanders)
16 Entrance (two meanings)
18 Herb tea (breathe)
20 Vin rosé (version)
21 Affray (rough)
24 Elegy (modEL EGYptian)
25 Hymn (him)

33 CRYPTIC CROSSWORD 2

ACROSS

1 Junks (two meanings)
4 Escalates (late + cases)
9 X-raying (X + in gray)
10 Nominal (veNOM IN A Lecture)
11 Avenge (Geneva)
12 Benefits (bets + fine)
14 Outlandish (lout and his)
15 Prom (PeRfOrM)
18 East (beast – b)
20 Monotonous (sun to moon + O)
23 Thematic (a + tic + them)
24 Appear (a peer)
26 Unleash (uncle – c + has)
27 Rhubarb (R + hu + barb)
28 Haciendas (I dance + has)
29 Drove (two meanings)

DOWN

1 Juxtapose (Expo just a)
2 Neatest (eat + nest)
3 Stingray (straying)
4 Ergo (ogre)
5 Conversion (con + version)
6 Lumber (two meanings)
7 Tangier (two meanings)
8 Sales (sails)
13 Admonished (diamond + she)
16 Miserable (bares + mile)
17 Compound (come – e + pound)
19 Shellac (she + call)
21 Oregano (nag + Oreo)
22 Palace (place + a)
23 Truth (truce)
25 Urns (earns)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for Yesterday's Papers and appeared on page 22. Photo by Nick Koudis.

25 OFF CENTER

1. Sideshow
2. Sidesaddle
3. Sidelines
4. Side effect
5. Side-splitting
6. Sidekick
7. Sidetracked
8. Sideswipe
9. Sidestroke
10. Sidewalk
11. Side pocket
12. Side order
13. Sidewinder
14. Sideburns

40 WITH THE PRANKENSTEINS

The gag items are, left to right (on TV) insects in the ice cubes, floating eyeballs, snapping gum; (under chair) whoopie cushion, (on cocktail table) surprise snakes in the can, rubber chicken, black-eye telescope, non-spill brandy glass, fake vomit, (on floor) fake money in wallet, (on mom) squirting flower, squirting ring; (on tray) fake shooting mustard, fake hot dogs, (on folding dinner table) oversized knife, fork, and spoon, fake eggs, (on dad) joy buzzer, bang gun, exploding cigar, fake knife-through-the-head, spinning bowtie, big nose and eyeglasses, squirting camera, (on Buster) third eye, collapsible knife, fake blood; (on wall) giant fly, (on shelves) chattering teeth, fake rock, severed hand.

WILD CARD ANSWERS

WET LANDS

1. Mt. Rainier National Park
2. Bahrain
3. Ukraine

SHORT FORMS

1. Pen
2. Sub
3. Rel
4. Gym
5. Gas
6. Lab
7. Deb
8. Tux
9. Lit
10. Doc
11. Con
12. Fan
13. Bra
14. Vet
15. Sax

MAGIC SQUARE

6	1	8
3	5	7
9	2	4

X-RATED TELEVISION

1. *M*A*S*H*
2. *The Man From U.N.C.L.E.*
3. *20/20*
4. *McHale's Navy*
5. *WKRP in Cincinnati*
6. *Rowan & Martin's Laugh-In*
7. *L.A. Law*
8. *Who's the Boss?*
9. *Have Gun, Will Travel*
10. *Marcus Welby, M.D.*
11. *Vega$*
12. *Mission: Impossible*
13. *I Spy*
14. *Car 54, Where Are You?*
15. *The A-Team*
16. *The $64,000 Question*
17. *Jeopardy!*
18. *Mayberry, R.F.D.*
19. *Murder, She Wrote*
20. *thirtysomething*
21. *Adam-12*
22. *What's My Line?*
23. *Hawaii Five-O*
24. *CHiPs*
25. *I've Got a Secret*

Thanks to Robin Schan and Mitzi Cohen for some of the examples.

WHERE IN EL MUNDO?

1. Germany
2. Algeria
3. Burma
4. Denmark
5. Scotland
6. Spain
7. The United States
8. Greece
9. England
10. Norway
11. New Zealand
12. Poland
13. Sweden
14. Switzerland
15. Turkey

SOUND DEFECTS

1. *Silent Movie*
2. *Quest for Fire*
3. *2001: A Space Odyssey*
4. *What's Up, Tiger Lily?*
5. *The Birds*

MAJOR CONFRONTATION

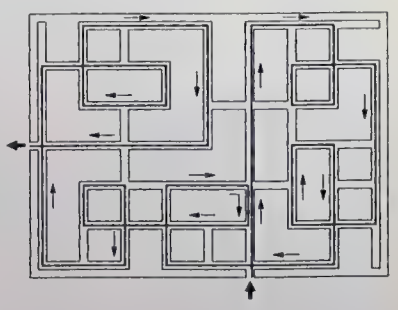
The four, from left to right, are: 1–Paragon (true); 2–Paradox (true); 3–Paradigm (true); 4–Nonpareil (false).

WORDS FOR THE WISE

The three most common words are "the," "of," and "and." The five most common nouns are "time," "people," "way," "water," and "words."

NO LEFT TURN

The route is shown below.



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Telephone _____
___ words at $6.50 per word $ _____
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Matthew J. Costello,
Isaac Asimov/ANALOG Magazine, Sept 1986
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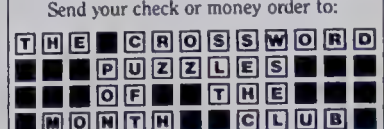

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ANSWERS

14 THEY'RE HERE!

The known fake is #4, a photo of an airborne hubcap taken by Alfred Gescheidt in 1978.

The real (?) photos, courtesy of CUFOS, were taken at the following places: 1. Santa Ana, California, 1965, 2. Climax, Colorado, 1967, 3 Trinidad, 1958, 5. McMinnville, Oregon, 1950.

28 A LITTLE OFF THE TOP

1. Preach, reach, each
2. Twitch, witch, itch
3. Whoops, hoops, oops
4. Strain, train, rain
5. Clever, lever, ever
6. Pledge, ledge, edge
7. Gramps, ramps, amps

27 FOURRUNNERS

1. Calliboy, scallop, locally, catcall
2. Mineral, eminent, nominee, jasmine
3. Antenna, lantern, planter, andante
4. Overlap, poverty, proverb, recover
5. Heretic, thereby, ushered, nowhere
6. Archaic, marcher, starchy, monarch
7. Lateral, plateau, belated, inflate
8. Readmit, breadth, already, retread

38 PURTLE'S PLIGHT

To find the fifth April Fools, hold the page back at arm's length. You should see the words APRIL FOOLS in large letters formed by elements in the art

35 VOWEL PLAY

A	M	O	E	B	A
	O		N		V
E	S	C	A	P	E
	Q		M		N
B	U	R	E	A	U
	E		L		E

6 LETTERS

Beats the 'ell outa me
How could we be so stupid?

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

APRIL
DAY OF THE MONTH: APRIL 1

National Double-Crostic Day is celebrated on the day after the anniversary of the first published Double-Crostic. Why the day after? Well, today, April Fool's Day, is a day to prove you are not a fool, and what better way to do this than to correctly solve a Double-Crostic? The puzzle, invented by Elizabeth Kingsley and first published on March 31, 1934, yields a quote that can educate, humor, or, like this issue's Double Cross (page 34), give timely instructions.

COW CHIP THROWING The World Championship Cow Chip Throwing Contest will take place April 19-22, in Beaver, Oklahoma. Thousands of people will be in attendance to watch a few hundred venturesome souls pay $10 for the right to sling cow chips as far as possible. The record is just over 181 feet. Trophies and other prizes will be awarded. CONTACT: Beaver Chamber of Commerce, Box 878, Beaver, OK 73932, or call (405) 625-4726.

CRIBBAGE A full weekend of cribbage is available to any cribbage lover at the Greater Boston Cribbage Classic, to be held April 7-9 in Watertown, Massachusetts. The tournament is sanctioned by the American Cribbage Congress, and trophies and cash prizes will be awarded CONTACT: Greater Boston Cribbage Classic, P.O. Box 891, Milford, MA 01757, or call (617) 237-1256, or (508) 478-0102.

CROSSWORDS The 1989 crossword tournament season gets under way with the 12th annual American Crossword Tournament, April 21-23, at the Stamford Marriott Hotel in Stamford, Connecticut. GAMES Senior Editor Will Shortz will direct the tournament's approximately 150 contestants, who will compete in three skill divisions, as well as in three age groupings: Junior, Fifties, and Seniors. The entry fee is $90, and there will be over $1,000 in prizes, including prizes for the best crossword jokes. Janet Wynne Vaast, daughter of Arthur Wynne, inventor of the crossword, will be a special guest CONTACT: American Crossword Puzzle Tournament, 114-41 Queens Blvd., Suite 152, Forest Hills, NY 11375

Will Shortz overseeing the action at last year's tournament

JUGGLING Jugglers Anonymous will sponsor the 9th annual Sir Isaac Newton Memorial Juggling Festival, April 21-23, in Fort Wayne, Indiana. Jugglers of all levels will participate in recreational juggling, workshops, lessons, and exhibitions. The entry fee is $10, and prizes of juggling supplies will be awarded. CONTACT: Jugglers Anonymous, 1655 Wells Street, Fort Wayne, IN 46808-3281, or call (219) 483-2550, or (219) 426-1655

MAY
DAY OF THE MONTH: MAY 5

When you hear the words "tuba player," do you think of a big, fat guy with puffy cheeks marching in the back of the parade going "oompah, oompah?" If you do, today is the day to stop. "International Tuba Day" was created to help tuba players around the globe abolish this stereotype. If you don't play the tuba, today is the day to learn that the tuba is the backbone of the band, and that tuba players can come in all different shapes and sizes. If you are a tuba player, today you should rest your lungs and enjoy the recognition. CONTACT: Joel Day, Unit II, 10 Llanfair Rd., Ardmore, PA 19003

CHECKERS The International Checker Hall of Fame in Petal, Mississippi, will host two tournaments: The Mississippi Open, May 26-29, and The Word's Go-As-You-Please Checker Tournament, May 29-June 3. Both will have four levels of play, ranging from Amateur to Master. Trophies and cash prizes will be awarded. CONTACT: The International Checker Hall of Fame, P.O. Drawer A, Petal, MS 39465, or call (601) 582-7090

SAND CASTLING The beach at Cannon Beach, Oregon, will be teeming with sand structures on May 13 when The Cannon Beach Sandcastle Contest will take place. There will be be four age divisions, but only 100 adult teams can compete, so preregistration is necessary. There is a small entry fee, and prizes will be awarded. CONTACT: Cannon Beach Chamber of Commerce, P.O. Box 64, Cannon Beach, OR 97110, or call (503) 436-2623.

TUG-OF-WAR Over 50 teams of eight people will be trying to pull through to victory at the Budweiser Tug-of-War, May 6-7, at the boardwalk in Santa Cruz. There will be three divisions: Heavyweight (1,600 lbs.), Middleweight (1,250 lbs. with at least two members of each sex), and Corporate (1,600 lbs. with the same restriction). Trophies and over $5,000 will be shared among the top four teams in each division CONTACT: Santa Cruz Beach Boardwalk, 400 Beach St., Santa Cruz, CA 95060, or call (408) 423-5590.

UPCOMING

CROSSWORDS The Fifth Annual North Jersey Crossword Open will be held June 3 at the Riverside Square Mall in Hackensack, New Jersey. Cash and book prizes worth $2,000 will be awarded to the best solvers in three skill divisons. There will also be a rookie division for newcomers to the tournament scene. The entry fee has not yet been set. CONTACT: American Crossword Federation, P.O. Box 69, Massapequa Park, NY 11762, or call (516) 795-8823.

DON CHRISTENSEN

4 YOUR MOVE

Dear John

1–i, Jean; 2–e, Juan; 3–f, Giovanni; 4–b, Johann, 5–h Jan; 6–a, Ian; 7–d, János; 8–g, Janow, 9–c, Ivan.

The Great Divide

```
     22091.5
48 ) 1060392
     96
     100
     96
      439
      432
       72
       48
      240
      240
        0
```

Centerpieces

Other words are possible.

AB: parABola
BC: none
CD: aneCDote
DE: acaDEmic
EF: barEFoot
FG: none
GH: dauGHter
HI: mytHIcal
IJ: demIJohn
JK: none
KL: necKLace
LM: hallMark
MN: firMNess
NO: magNOlia
OP: monOPoly
PQ: none
QR: none
RS: aveRSion
ST: haySTack
TU: culTUral
UV: dilUVian
VW: none
WX: none
XY: epoXYing
YZ: polYZoic

See, Ref, No Conferees

Since there are three South American representatives and only two Europeans, the day only one person arrived, he or she had to be from South America.

Nan (clue 3), Mairiam (clue 5), and Eve (clues 6, 1) came from South America so Bob came from Europe and his last name isn't Stuts (clue 1), Gereg or Civic (clue 2), or Hannah (clue 6), so it's Mullum.

Thus, all five conferees are mentioned in clues 1 and 2. No more than two came on any given day (clue 4), so Stuts came on Sunday, Hannah and Civic on Monday, and Gereg and Bob Mullum on Tuesday.

Stuts's first name is Nan (clue 3) and since she isn't from Brazil (clue 6) or Peru (clue 7), she's from Argentina.

Eve (whose last name is Civic) came from Peru (clues 6, 7) and Hannah came from Italy and his first name is Otto by elimination.

Mairiam came from Brazil, arriving on Tuesday (clue 5) so her last name is Gereg.

In summary: On Sunday: Nan Stuts from Argentina; Monday: Otto Hannah from Italy and Eve Civic from Peru ; Tuesday: Bob Mullum from Germany and Mairiam Gereg from Brazil.

42 EYEBALL BENDERS

1. Mailbox flag
2. Record albums
3. Muffin pan
4. Headphone earpiece
5. Cauliflower
6. Coat hangers
7. Home plate
8. Washing machine
9. Grater
10. Rake
11. Ocean surf
12. Potato masher
13. Frying pan
14. Candy corn
15. Car battery

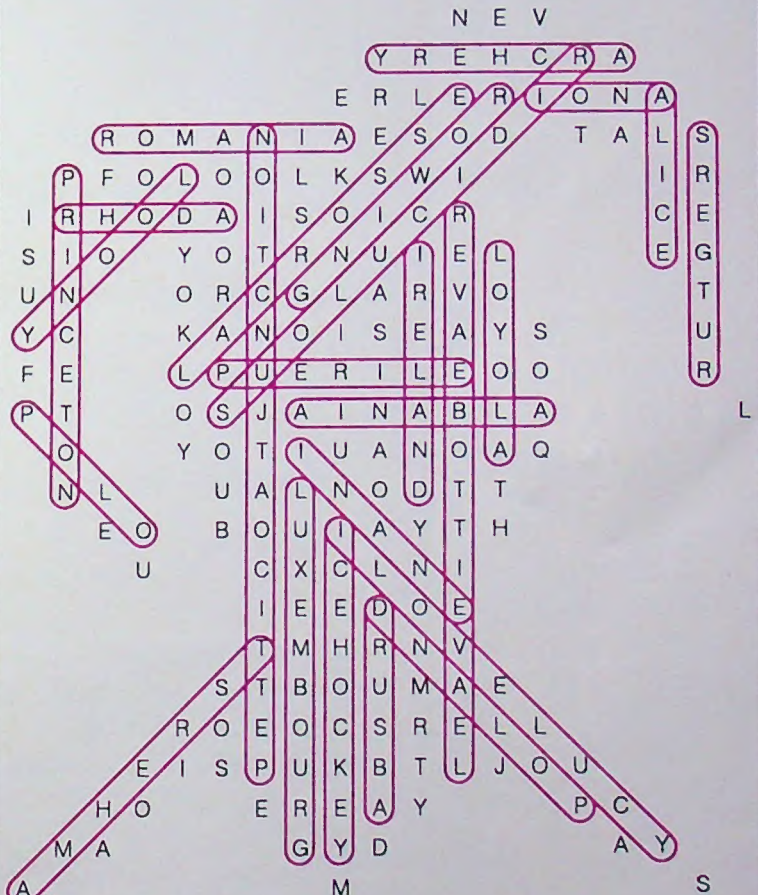
Photo credits: 1 and 15, Jeff Moran; 2, Keith Glasgow; 3, Engleka; 4 and 9, Jana Chytil, 5 and 10, Karen Strom; 6, Ginger Louden; 7, Kimberly Butler; 8, Rich Beasley; 11, Karen Anderson; 12, Brian Young; 13, Geoff Gove; 14, Bruce Thomas.

34 DOUBLE CROSS

A. THROTTLED
B. HOWARD JOHNSON'S
C. ELEPHANTINE
D. EIFFEL TOWER
E. DOUBLE DIP
F. IGNORAMUS
G. TENNYSON
H. OCCASIONALLY
I. REFLECTION
J. SIMPLE SIMON
K. OWED
L. FLEA-BITTEN
M. GLEN
N. AFFECTATION
O. MASHED POTATO
P. EFFORTLESS
Q. SCHOOLHOUSE

It is true that you may fool all the people some of the time; you can even fool some of the people all the time; but you can't fool all the people all the time.—Abraham Lincoln from Alexander K. McClure, *Lincoln's Yarns and Stories*

24 CATEGORICALLY SPEAKING



"Categories" answers

Synonyms for "Foolish": Absurd, puerile, ridiculous, inane, loony

European Countries: Albania, Poland, Romania, Ireland, Luxembourg

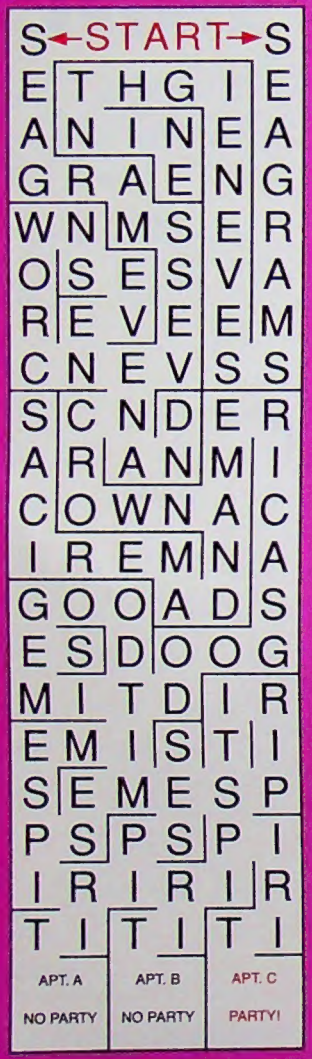
Sports: Archery, polo, rowing, ice hockey, lacrosse

Colleges and Universities: Amherst, Princeton, Rutgers, Iona, Loyola

TV Sitcoms: *Alice, Petticoat Junction, Rhoda, I Love Lucy, Leave It to Beaver*

THE SEAGRAM'S 7 CHALLENGE

The puzzle below is based on the Seagram's 7 advertisement on the facing page. Starting at the top of the maze, can you find your way to the party in Apartment C at the bottom? When you take the most direct route, the letters you pass over will spell out a message that can be found in the advertisement. (The answer appears below.)


S START S
E T H G I E
A N I N E A
G R A E N G
W N M S E R
O S E S V A
R E V E E M
C N E V S S
S C N D E R
A R A N M I
C O W N A C
I R E M N A
G O O A D S
E S D O O G
M I T D I R
E M I S T I
S E M E S P
P S P S P I
I R I R I R
T I T I T I
APT. A
NO PARTY
APT. B
NO PARTY
APT. C
PARTY!

ANSWER

The message reads: Seagram's Seven Crown America's Good Time Spirit.

MAGIC TRICKS COVER

There is absolutely nothing wrong with the photograph. The two-sided playing card reflected in the mirror, the two-suited card, and nearly everything else in the photo are actually magicians' props, provided by Flosso-Hornmann Magic, 45 West 34th St., New York, NY 10001. The props are sitting on Harry Houdini's orginal trunk (circa 1900). The ventriloquist's dummy, "Sailor Jim," was constructed by Theodore Mack, who also made Charlie McCarthy.

30 DSZQUPHSBNT!

1. CRYPTOON. "Careful, pal . . . You go home smelling like one of them fragrance samples, and your wife will slug you!"
2. GOOD RIDDANCE? "I worry whoever thought up the term 'quality control' thought if we didn't control it, it would get out of hand."—Jane Wagner
3. RETURN OF THE MOGUL. Somewhere in Hollywood there's an executive with the cushy job of thinking up titles for movie sequels.
4. BRIGHT REDS. Interesting tidbit: The Soviet Union grants more patents than any other nation on earth.
5. STICK UP. When peanut butter and jelly trucks collided, one driver shouted, "Help me get out of this jam!" The reply: "In a jif!"
6. SPELLBOUND. Maestro, conducting masterful "Sorcerer's Apprentice," conjures up magical musical maelstrom.
7. SLICE OF LIFE. Messy pizza maker drips sauce every night until angry store owner yells, "Floor looks tasty, pizza looks bland!"

28 WORD MAZE

1. Cod
2. Carp
3. Pike
4. Shad
5. Sole
6. Tuna
7. Scrod
8. Shark
9. Trout
10. Turtle
11. Piranha
12. Mackerel

26 EX-POSERS

1. Explain
2. Excuse
3. Expense
4. Exclaim
5. Export
6. Exceed
7. Express
8. Extent
9. Extol

31 BI-WORDS

S	T	E	P	■	W	H	A	T	■	P	E	A	T	■	S	I	Z	E
H	U	L	A	■	H	E	I	R	■	O	G	L	E	■	C	O	I	L
O	N	A	N	■	A	N	D	A	■	T	O	P	S	■	O	W	N	S
P	E	N	C	I	L	S	■	U	N	O	■	S	T	O	R	A	G	E
■	■	■	A	R	E	■	S	M	U	R	F	■	S	I	N	■	■	■
R	A	C	K	S	■	C	H	A	M	O	I	S	■	L	E	G	A	L
O	T	H	E	■	C	H	I	■	B	O	S	O	M	■	D	A	V	Y
T	I	O	■	P	R	A	N	C	E	■	C	L	O	P	■	Z	E	E
A	P	P	A	R	E	L	■	U	R	S	A	■	S	A	Y	E	R	S
■	■	■	T	I	C	K	E	T	S	P	L	E	A	S	E	■	■	■
A	F	R	E	S	H	■	N	E	R	O	■	W	I	T	N	E	S	S
R	U	E	■	M	E	S	A	■	A	T	T	I	C	A	■	V	I	P
C	R	A	M	■	S	U	M	A	C	■	I	N	S	■	W	I	L	Y
H	Y	M	A	N	■	P	E	R	K	I	N	G	■	B	E	L	T	S
■	■	■	Y	E	S	■	L	E	E	R	Y	■	C	U	L	■	■	■
H	A	L	F	W	I	T	■	A	T	O	■	M	A	R	L	O	W	E
E	L	I	A	■	G	R	O	W	■	N	E	A	T	■	O	D	I	N
L	O	C	I	■	H	O	R	A	■	E	R	T	E	■	F	O	R	D
D	U	E	R	■	S	T	A	Y	■	R	A	H	S	■	F	R	E	E

Quotation: "I figure you have the same chance of winning the lottery whether you play or not."

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

***Your Move:** Running Water (Feb/Mar, page 4) David Edelheit, of Oyster Bay Cove, New York, found an 11-step solution to the word ladder problem. (The puzzle had asked to change WATER to SKIER in 15 steps.) Here is his solution: WATER, WAGER, WAGES, WARES, WIRES, SIRES, SIRED, SHRED, SHIED, SHIES, SKIES, SKIER.

Elinor Smith, of Fort Lauderdale, Florida, found a 9-step solution: WATER, LATER, LAYER, PAYER, PRYER, FRYER, FLYER, FLIER, SLIER, SKIER.

***Quiet, Please!** (Feb/Mar, page 38) David Young pointed out a word with a silent letter that we didn't mention: wrinkles.

COMING DISTRACTIONS

JUNE/JULY

Duel in the Desert The United States and the Soviet Union are fighting tank battles in California. No, it's not the start of WWIII—it's part of the Army's laser-scored wargames. Read a first-hand account of this serious form of play.

High Anxiety From foundation to finishing touches, this series of photos shows a luxury apartment building under construction. But putting the pictures in their proper time sequence is a tall order.

Driven to Distraction A car that looks like a fighter plane? That floats on water? That's made from a kit? Call Our Bluff challenges you to tell real production models from products of our imagination.

Monopoly Beguilers Advance to Go if you can solve these logic problems, based on the tokens, cards, and money from the popular board game.

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MAY/JUNE

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